

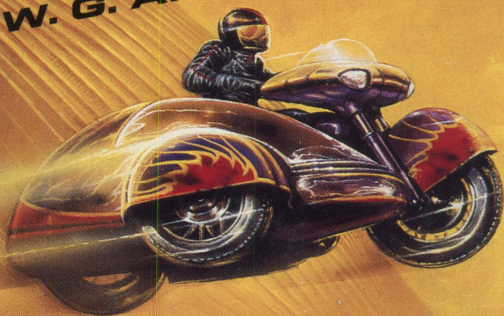
\$2.95 U.S.

CAR WARS[®]

ADVENTURE GAMEBOOK

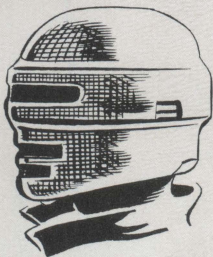
MEAN STREETS

By W. G. ARMINTROUT



CHARACTER BOOKMARK

MEAN STREETS



NAME: BLADE

ATTRIBUTES: (total 10)

DRIVING SKILL 4

GUNNERY SKILL 13

MECHANIC SKILL 6

PRESTIGE 8

INITIAL WEALTH 13

DEFENSE CLASS 2

HIT POINTS 31

(3 + armor)

POSSESSIONS:

MONEY: 1600

Back from the dead . . .

Nobody ever claimed that being a top agent for Texas Intelligence is easy — especially not when you wake up, “resurrected” from the dead, to find your memories gone!

Even as a memory-damaged clone, your nation needs you in its time of trouble. Your assignment:

Penetrate Houston — a ruined, ravaged city of gangs, led by a dictator named Golden Moses;

Steal the detonators — vital devices about to be used to launch a nuclear war against the nation of Texas;

And escape — driving through the toughest streets of the worst urban jungle in North America!

From the Psycho-Delics to the Slimes, every gang in the city will be out to kill you. Be ready to duel cars, helicopters — perhaps even tanks — before winning your way to freedom.

Only the best will survive when it comes to matching talent and guts against a gang-king on Houston's

MEAN STREETS



CAR WARS[®]

Adventure Gamebook #6

MEAN STREETS

By W. G. Armintrout

Edited by C. Mara Lee

Cover art by Jim Holloway

Illustrated by Dan Carroll

Based on the *Car Wars* boardgame
from Steve Jackson Games



To Patrick J. Carey,
commander of the *Eagleer II*,
and to my beloved J.N.O.A.

Playtesters: Jovy Armintrout, Norman Banduch, David Ladyman,
C. Mara Lee, Scott Mercer

MEAN STREETS

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All characters in this book are fictitious. Any resemblance to actual persons, living or dead, is purely coincidental.

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CAR WARS®

ADVENTURE GAMEBOOK INSTRUCTIONS

Welcome to the world of 2037 . . . where adventure is everywhere, and the right of way goes to the biggest guns. This is the fast-paced world of arena combat, highway battles, cycle gangs, and unstoppable 18-wheelers . . . the world of **CAR WARS!**

This is an adventure book in which *you* are the hero. When you begin the book, you will make certain choices. Each choice will send you to a different paragraph. **DO NOT** just read through the book from paragraph to paragraph. You will start with the Introduction, and go from there. Each choice will send you to a different numbered paragraph, which will give you more information, more instructions, and possibly more decisions.

Each choice you make will have consequences — fame and fortune, or deadly danger. Sometimes you will have to fight enemy cars or other opponents. Combat rules are explained on the pages that follow.

The object of the game is to survive and finish your adventure. If you don't succeed the first time . . . try again, and make different choices.

Good luck!



BEFORE YOU BEGIN

To play this *CAR WARS* adventure gamebook, you will need this book; pencil and scratch paper; and three six-sided dice. You will *not* need an opponent! This is a “solo” game — you can play by yourself. You will roll the dice for both yourself and the foes you meet.

Your character will be shown on a *record sheet* like the one on page 8. This shows your cash and possessions, and scores for both your character and your car.

Permission is granted to make photocopies of the record sheet on page 8, and paragraphs 399 and 400 — and only those pages — so you don't have to mark in the book.

CREATING A CHARACTER

The first thing you must do is create the “character” you will play in this adventure.

To create your character, divide 10 points among the following 5 characteristics. You must put at least 1 point into each characteristic.

Driving skill. This is your ability to drive all kinds of vehicles; it helps you keep control of your car in a tight spot.

Gunnery skill. This skill controls your ability in all kinds of combat — autoduelling, fistfights, and guns. When you fire from a car, it adds to your Combat Bonus, making it easier to hit your foes.

Mechanic skill. This helps you repair your car.

Prestige. This represents your fame and reputation. High prestige will sometimes get you better treatment — or at least more attention. High prestige also makes you more assertive, and sometimes helps you “fast-talk” somebody.

Wealth. Each point of wealth is worth \$1,000 of starting cash. You will need to keep track of money during the game — weapons and other equipment will cost money.

There are two other characteristics:

Defense Class. Normal humans have a Defense Class of 9 — they are fragile, but small and hard to hit.

Hit Points. All people have 3 hit points. If you buy body armor, it will take hits for you. It cannot be repaired. Thus, if you have regular body armor and you take 4 hits, the armor will stop 3 and you will only take 1. But the armor is now useless, and any further hits will strike you directly.

As you play, you will learn more about choosing your skills — though there is no “perfect” choice! If one character fails or dies, just make up a new one — with different skills, perhaps — and try again.

YOUR CAR

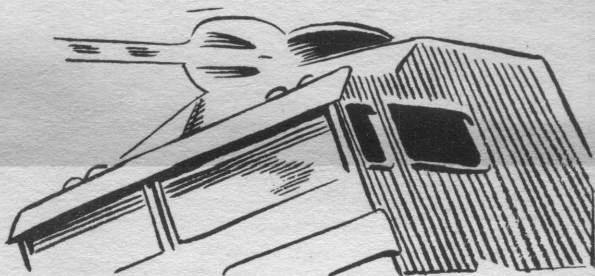
Your car is almost as important as your driver! Each *CAR WARS* adventure book will give you a different car or choice of cars.

When you get a new car, make a record sheet for it. A blank record sheet is on page 8.

PARTS OF YOUR CAR

A combat car (or truck, cycle, or trike, for that matter) has several different components. These include:

Body. The bigger the car, the more weapons, gadgets, and armor it can carry. The integrity of your car’s body and armor is measured in “hit points.”



CAR WARS®

Adventure Gamebook Record Sheet

Name BLADE FIVE

Driving skill 4

Prestige 8

Gunnery skill 13

Initial Wealth 13

Mechanic skill 6

Defense Class 9

Possessions:

Hit Points: 31

Money: 1600

Car Name Y6AD Hit Points 84

Defense Class 10 Handling Class 1

	Weapon	Direction	Combat Bonus	# Dice Damage	Damage Boxes
1.					
2.					
3.					
4.					
5.					

Power Plant _____

Gadgets:

Cargo:

Control Roll = Driving skill + Handling Class _____

Attack Roll = 2 Dice + Combat Bonus

Combat Bonus = Gunnery skill + Weapon Bonus +

Targeting Computer Bonus

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Power plant. In 2037, gasoline is rare, and cars run on electric power. If your power plant is dead, your car stops moving and you cannot fire lasers or use computers. Other car systems will still work — but if you can't fix that power plant, your adventure is over!

Weapons. Cars can come with many different weapons, from the ordinary machine gun to the expensive (and deadly) laser. Weapons are described in detail at the end of the book.

Gadgets. All sorts of interesting “extras” are available for you and your car. Some help you attack; some help you defend; some do other things. You will find out about these as the adventure progresses; they are also described at the end of the book.

Possessions. Extra ammo, body armor, grenades, etc. — anything you pick up along the way.

SUCCESS ROLLS

As you play, you will make die rolls to determine what happens to you (or your car). These rolls are made against one of your character's scores — Driving, Mechanic or Prestige.

Roll 1 six-sided die. Compare the number rolled to the proper statistic — Prestige for a Prestige roll, Mechanic for a Mechanic roll, and so on. If you roll that number or less, you succeed — you “make your roll.” If you roll higher than your number, you fail.

For example: Fearless Frank makes a Mechanic roll to try and fix his power plant. His Mechanic skill is 3 — he rolls a 2. Since his roll is not *higher* than his skill number, he successfully repairs the power plant.

Sometimes the text will tell you to add a positive or negative number to what you need to roll. If it says to make your Mechanic roll “at a -1 penalty,” *subtract* 1 from the number you need. In the example above, Frank would have to roll a 2 (3-1) or less to succeed.

Special rules for Driving (Control) Rolls and Attack Rolls will be described later.

COMBAT

During your adventure, you will have many opportunities for battle. Combat takes place whenever someone attacks you, or whenever you choose to attack someone else. The text will tell you when you have the chance to fight.

Each combat is settled by the roll of the dice. You will roll for both yourself and your foes.

Combat takes place in turns, with one car attacking at a time. Each attack is resolved before the next one starts. You always fire first unless you are specifically told otherwise.

ATTACK ROLLS

Most vehicles may attack only once per turn. There are two exceptions to this. First, if you have *linked* weapons — one or more weapons connected to a single trigger — they may all fire together. Roll separately for each.

Second, a car may have both a driver and a gunner. *Both* driver and gunner may fire during a combat turn. Each may only fire once per turn. Driver and gunner must shoot with different weapons — a weapon may only fire once per turn. (There can only be one gunner per vehicle — other people in the car besides driver and gunner are passengers only.)

Each turn, when you fire, roll two dice and add your *Combat Bonus* (see below). This is your *Attack Roll*. If the result is greater than your target's *Defense Class*, you hit him. Defense Class for each foe will be given in the text. Each car you acquire will have its own Defense Class — also given in the text.

Your Combat Bonus is figured by adding (a) your *Gunnery* skill; (b) the bonus (if any) for the weapon you are using, and (c) the bonus for your car's computer, if any. (If you lose your computer, you lose the bonus it gave you.)





HAND WEAPONS

Hand weapons (pistols, submachine guns, grenades, etc.) are not nearly as powerful as vehicle weapons. But when your character leaves his car, they are important.

Combat with hand weapons is handled just like car combat. Sometimes hand weapons can be useful against enemy vehicles.

DAMAGE RESOLUTION

If you hit someone, you do damage. The amount of damage you do is determined by rolling dice. The better the weapon, the more dice you roll for its effect. For a machine gun, for instance, you roll 1 die, so you can do 1 to 6 hits of damage. A laser will do 3 dice of damage (3 to 18 hits!). There are two types of damage.

General Damage reduces the target's *hit points*. Mark off hit points on the record sheet. When a car has *no hit points* left, it is *crippled* and stops working. It can no longer drive or fire until repairs give it back at least 1 hit point. Further attacks can still cause Special Damage (below) but have no other effect.

Special Damage is caused by lucky shots, and applies only to cars — never to people. Any time a die comes up “1” on a damage roll when firing at a car, the target takes 1 hit of general damage *and* the attacker gets to roll again on the Special Damage chart on the following page.

SPECIAL DAMAGE CHART — roll 2 dice

<i>Die roll</i>	<i>Shot hits</i>	<i>Effect of damage</i>
2	Driver	Driver takes 1 hit of damage; can't fire next turn.
3	Gunner	Gunner takes 1 hit of damage; can't fire next turn.
4	Passenger*	Passenger (if any) takes 1 hit of damage.
5	Power plant	Roll 1 die; power plant takes that many hits.
6	Weapon*	That weapon takes 1 hit of damage.
7	Joints in armor	Reduce target's Defense Class by 1 until repaired.
8	Weapon*	That weapon takes 2 hits of damage.
9	Tires	Reduce target's Handling Class by 1 until repaired.
10	Weapon*	Roll 1 die; the weapon takes that many hits.
11	Gadget*	A gadget is destroyed.
12	Power plant	Roll 1 die; power plant takes that many hits.

*If the target vehicle has more than one of these — weapons, gadgets, or passengers — roll randomly to see which one is affected. Empty (but not destroyed) weapons can be affected by Special Damage. Example: If you have 3 weapons and a weapon is hit, roll 1 die. On a 1 or 2, the first weapon is hit; on a 3 or 4, the second is hit, and on a 5 or 6, the third is hit.

Any time a car takes Special Damage, it must immediately make a *Control Roll* — see below. If the roll is failed, that car cannot attack next turn.

If you roll a result that has no effect (for instance, if you roll an 11 and your target has no gadgets), roll again.

Hits of Special Damage are shown by marking through the *damage boxes* for that component on the record sheet. When all boxes are marked out, that part of the car no longer works. Destroyed guns won't fire; destroyed gadgets won't work.

If a *power plant* is destroyed, the vehicle is crippled and cannot move. If you destroy the power plant of a pursuing enemy, he's out of the chase. But if your own power plant is destroyed, you must win the battle, and then repair the car — you can't escape otherwise.

When a vehicle has no hit points left, *and* all its damage boxes are marked out, then the car is totally damaged and *cannot* be repaired.

WINNING AND LOSING

If a paragraph refers to winning and losing a car battle, you *lose* if your driver and gunner are both dead, or if your car has no hit points left. You *win* if your foes lose. Simple. . . .

If you lose a fight, your character will sometimes be able to escape. But your car is lost unless you are specifically given a way to recover it.

Sometimes you can win without destroying your foe, if the driver is knocked out (has only one hit point left), or by *crippling* the vehicle (see below). It depends on the situation.

CRIPPLING

A vehicle is *crippled* when it can no longer be driven — either because the power plant is lost or because it has no hit points left. At some points in the adventure, fights will be decided by crippling rather than by an actual kill. For instance, a crippled foe cannot pursue you if you flee.



INJURY TO CHARACTERS

A character can be injured outside his car, or by Special Damage rolls #2 and #3 while within a car. (If someone is attacked outside a car, and a "1" is rolled for damage, do *not* roll for Special Damage — that applies only to attacks against cars.)

Healing is often possible — follow the instructions in the text. A character recovers hit points when healed.

When a *person* — your character, your gunner, or an enemy — has only 1 hit point left, he is unconscious. A person who reaches 0 hit points is dead. If a driver is killed or knocked out, his gunner — and only his gunner — can move over and drive. If there is no gunner, the car crashes and is out of the game.

CONTROL ROLLS

When your car takes Special Damage (and at certain other times, given in the text), there is a chance of losing control. To keep control, the driver must try to make his *Control Roll*, or less, on one die. Your Control Roll is the sum of your *Driving skill* and your car's *Handling Class*. For instance, if your Driving skill is 2, and your car's Handling Class is 3, your Control Roll is 5. If you must make a Control Roll, you will keep control on a roll of 5 or less.

If you have a Control Roll of 6, you will never lose control — *except*:

(1) If you roll a 6, roll again. If you roll another 6, you lost control anyway!

(2) Under certain conditions (you will find out more as you play), you may have to subtract from your Control Roll! For instance, to make an especially hazardous turn on a wet road, you might have to make your Control Roll at a -2 penalty.

The results of a loss of control will vary with the situation. Sometimes it will just mess up your aim for a minute. Sometimes it might send you off the road, into the ocean far below . . .

If you fail a Control Roll during combat, and no other instructions are given, your vehicle misses its next turn while you regain control.

REPAIR

If your vehicle is damaged, you can pay for repairs in a garage. You may also repair damage yourself by rolling against your Mechanic skill.

A mechanic can repair general damage (replacing lost hit points) and some types of special damage. Some things may NEVER be repaired by a mechanic. These include computers, body armor, and people! Also, no mechanic may give a car, or any part of a car, more hit points than it had to begin with.

You may only attempt repairs when the text gives you that option.

SALVAGE

After a successful battle, you can salvage hand weapons, ammo and other loot from your defeated opponents (and from vehicles when you are given the option). List salvaged items under "Possessions" — you may be able to use or sell them later.

PARTNERS

Along the course of your adventure, you may pick up a partner. He will be under your command, fighting at your side or even driving the vehicle for you. If *you* are disabled, your partner continues the adventure.

Apply "unconscious" or "killed" results only if both you and your partner are so disabled.

If your partner is knocked unconscious and you are in a vehicle, you may keep him with you. If you are on foot, you'll have to abandon your helper — mark him off your record sheet.

If you never had a partner, your partner is killed, or if you must abandon an unconscious partner, disregard further mentions in the text to "your partner."

EXAMPLE OF COMBAT

This is a combat between Fearless Frank and two motor-cycles. It started when Frank read paragraph #546, telling him that two cyclists in green jackets were on his tail. Frank had to make a decision: try to escape, ignore the cyclists, or fight. He knew the cyclists were enemies, so he pulled into a deserted parking lot, spun around, and charged at his foes!

All the statistics (weapons, Defense Class, etc.) for Frank and his car would be given on his record sheet. All the statistics for the enemy cycles would be given in the paragraph that tells about the fight.

TURN 1: Frank fires first — he decides to aim for Cycle #1. His Combat Bonus is 5 (3 for a Gunnery skill of 3, 2 for his targeting computer). He rolls 2 dice and gets a 7; then he adds his bonus of 5, for a total of 12. Cycle #1 has a Defense Class of 11 — so Frank's shot hit him!

His weapon is a recoilless rifle, doing 2 dice of damage. He rolls 2 dice, getting a 4 and a 5. Cycle #1 takes 9 hits of general damage!

Now the cyclists return fire. The first cyclist has a Combat Bonus of 2 (for his Gunnery skill). He rolls 2 dice and gets a 6. The total is 8. Frank's car has a Defense Class of 10, so the shot misses.

The second cyclist has the same statistics, but he rolls and gets a 9. $9 + 2 = 11$, which beats Frank's Defense Class. He hit Frank. His machine gun does 1 die of damage. He rolls a 4, so Frank takes 4 hits of general damage.

TURN 2: Frank fires at #2 this time. He rolls an 8 this time. Added to his Combat Bonus, this is 13 — so he hits. He rolls 2 dice, and gets a 6 and a 1. The total is 7, so he does 7 hits of general damage. However, the "1" die entitles him to one roll on the Special Damage table. He rolls a 10, and then a 3 — the gun is destroyed. That cycle has only one weapon, so it's out of commission!

Since the cyclist took Special Damage, he has to make a Control Roll. The cycle's Handling Class is 2; the cyclist's Driving skill is 2. His Control Roll is 4. You roll for the

cyclist, getting a 5. The enemy loses control! The special instructions in the text tell you that any cyclist who loses control here will automatically crash — so #2 is out of the fight!

Cyclist #1 shoots back. He rolls 2 dice and gets an 8. 8 plus his Combat Bonus of 2 gives 10. This equals Frank's Defense Class, but does not *exceed* it. So the shot misses!

Cycle #2 has crashed, so it's Frank's turn again.

TURN 3: Frank switches his aim back to Cycle #1. He rolls a 3. 3 plus 5 is 8 — not good enough to beat the cycle's Defense Class of 11. Frank misses.

Cycle #1 returns fire. Its roll is a 9, good enough to hit (figure it out). Its damage roll is 5, so Frank's car takes 5 more hits of general damage. But it is tough — it started out with 40 hit points, so these are just flea-bites.

TURN 4: Frank fires on #1 again. He rolls an 11, an easy hit! He rolls 2 dice for damage and gets two 5s. The cycle takes 10 hits. Since it started with only 15 hit points, and has now taken a total of 19 hits, it crashes!

Frank has won; neither foe can trouble him further. He turns to the paragraph indicated by "If you won the fight . . ." to see what happens next.

AMMUNITION

Amounts of ammunition are listed in the text. You can ignore this if you aren't using the Advanced Rules.

In the basic game, ammunition is unlimited.

STARTING THE GAME

Now you're almost ready to start! Go back to page 6 to choose skills and wealth for your character.

When you're ready to begin, read the Introduction on the next page, and follow the instructions there. Soon you'll be speeding down the road to adventure. Ready?

For advanced rules and a definition of terms used in this game, see the end of the book.

MEAN STREETS

INTRODUCTION

It's hard to tell, but you think you're asleep.

Even so, the sky is a bright summer blue, and you feel the sun on your skin like liquid energy. It makes you feel like running, so you do — you're on the city park jogging trail.

Like warm sunlight inside you, you realize there's someone running beside you, keeping stride. You know who it is without bothering to look, so you don't, but for a moment you reach out and touch hands, fleetingly.

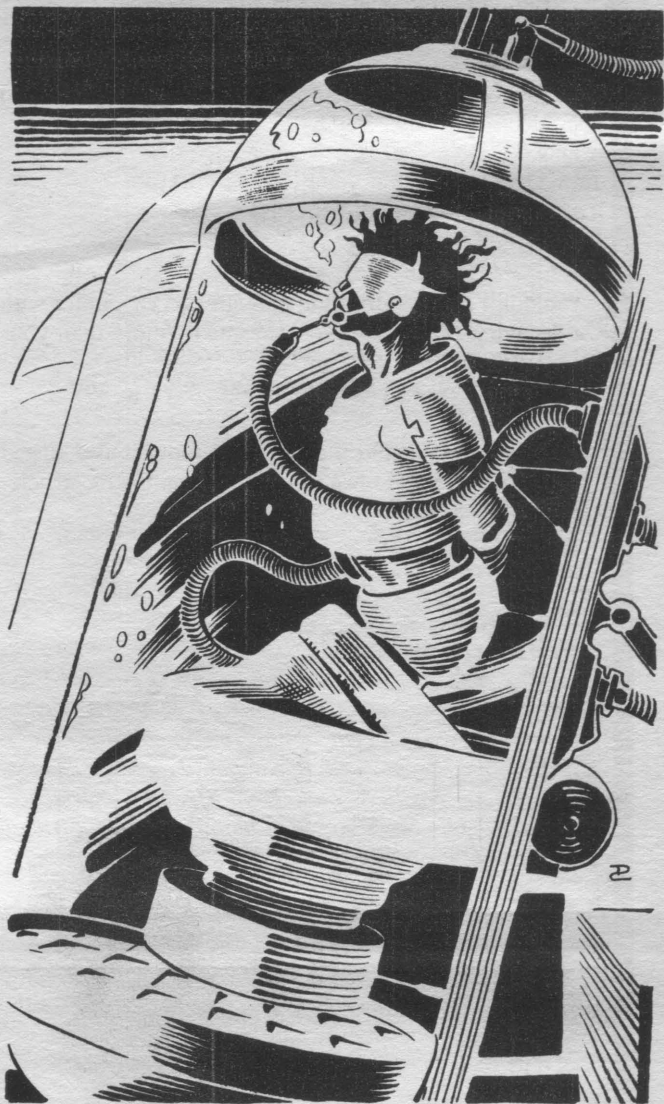
The path turns and changes. Now it's a Texas State Autobahn, the glorious new expressway built for combat maneuvering and duel speeds. You feel yourself settle into the cockpit of a street duelling car, controls firm in your hands. Again, you know your companion is beside you.

Before you can identify the uneasiness creeping over you, the car rocks to multiple explosions. You fight to keep in control, choking over the smoke and sparks racing through the interior. An enemy crosses your target hairs and your laser scores a critical hit. The other vehicle flees.

But there is no victory. Your companion groans, slumping in the gunner position. You feel for life, a pulse, respiration — your hands are slimy with blood. The red mists all around you, filling the car, filling your thoughts . . .

Awakening, you try to catch your breath, and find that your mouth doesn't open. You try again — still no success! You heave urgently with your entire chest, expanding your biceps, trying to move your arms, but they are encased in something soft yet resistant.

You may try to yell (140), struggle harder (102), or relax where you are (150).



1 "Pantheon," the man says in a cold whisper. You give him the correct reply. Turn to 134.

2 A slow beeping comes from your control console, and an electronic timer begins to count down from "10." You may:

Immediately abandon your vehicle (181).

Try to stop the countdown (189).

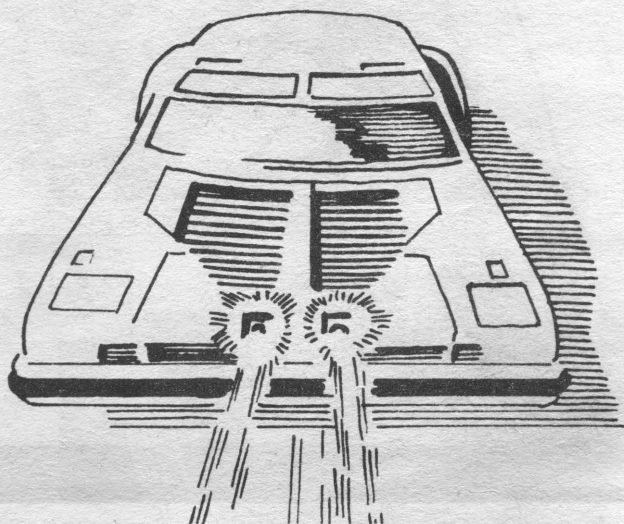
Ignore the countdown (131).

3 You don't cut the turn tight enough. An encounter with a decaying office building takes away more than your paint job.

Your vehicle takes 1 die of damage. Turn to 399.

4 You swerve to avoid the cab, and plow into a rusted steel box that might once have been a mailing receptacle. You are embarrassed.

Turn to 145.





5 The door bursts open. Two gunmen, their faces painted like skulls and their teeth filed to points, enter the room with their guns blazing. Bullets dig into furniture, sending wood chips everywhere.

You are in a fight. Your very-light body armor will absorb only 1 extra hit of damage.

The Major has a heavy pistol (does 1 hit on a die roll of 1-3, 2 hits on a die roll of 4-6, 8 shots) and wears a concealed bulletproof vest (worth 2 extra hit points). He is Gunnery-2, Defense Class 10 (for crouching behind the desk).

One opponent holds a submachine gun (Combat Bonus +1, 1 die damage, 10 shots); he is Gunnery-1. The other man is firing a shotgun (Combat Bonus +1, 2 hits damage, 10 shots); he is Gunnery-2. They have no armor.

Roll 1 die before each opponent shoots. On an even roll, that opponent fires at you. On an odd roll, he fires at the Major. The men won't fire at unconscious targets.

Fight out the battle.

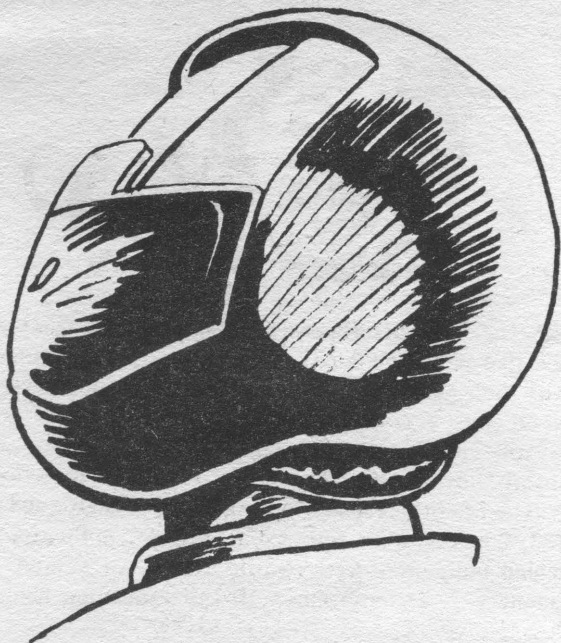
If the one with the submachine gun is hit, immediately turn to 217.

If the one with the pistol is hit, immediately turn to 228.

If you have only 1 hit point left, you have been knocked out — immediately turn to 279.

If you are killed, turn to 182.

If you win the battle, turn to 166.



6 The woman is Gunnery-3. If she hits with her knife, roll 1 die — if the roll is even, it does 1 hit of damage, but on any other roll it has no effect. Her odd collection of armor and skins is good for an extra hit point.

Peter has a pistol (1 hit damage, 8 shots). He is Gunnery-2 and wears no armor. He is attacking the woman.

Fight out the battle.

If the woman is killed or knocked unconscious, turn immediately to 362.

If Peter is killed or knocked unconscious, turn immediately to 383.

7 If Kiki is with you, turn to 128. Otherwise, turn to 232.

8 The speeding car, now visible as a bright red compact with black tiger stripes, streaks into the attack.

“The hawk falls upon its groveling prey,” says the CB. The enemy vehicle gets the first shot.

MITSUI HORNET

Compact, 60 hit points. Defense Class 10; Handling Class 2.

Weapons: Machine gun mounted in a turret (Combat Bonus 0, 1 die damage, 3 damage boxes).

Power plant: Medium (8 damage boxes).

Gadgets: Single-weapon targeting computer for machine gun (Combat Bonus +1).

The enemy duellist is Driving-3, Gunnery-4, and wears no armor.

Special: If either driver fails a Control Roll due to a Special Damage result, his vehicle loses control and drives into the marsh. Driving into the marsh will cripple any vehicle.

Keep track of how long this combat takes.

If you win, turn to 400.

If your vehicle is crippled, the victor closes in — turn to 232.

If you are knocked out, turn to 31.

If the battle is still raging after 5 rounds (your opponent will continue closing even if his machine gun is empty or destroyed), turn to 149.

If you are killed, your adventure is over.



9 The ambulance driver turns out to be a strutting sort of man, dressed in a spotless white uniform. He wears a stethoscope around his neck.

"Glad to meet you," he says, shaking your hand as you step out of your vehicle. "They call me the Ambulance Driver in these parts. I've got no allegiance to any of these city gangs — I'm an independent, know what I mean? — and I think I can help you." He offers medical and vehicular assistance.

If you would like him to heal your wounds, turn to 292.

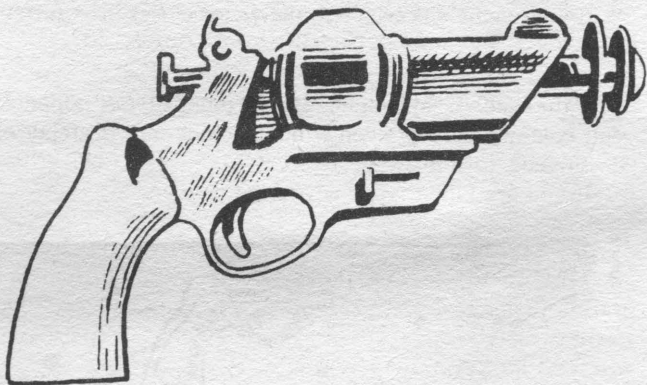
If you would like him to work on your vehicle, turn to 23.

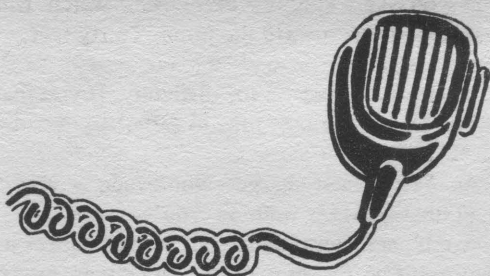
If you pull a gun on him instead, turn to 171.

Otherwise, turn to 354.

10 The window between you and the taxi's driver retracts. The wrinkled face of an older man pops through the opening. "Hey there, can I be of help? I've got a fresh vehicle, fresh ammo, and I'm fresh full of ideas. Shall we talk?"

You may take him up on his offer (183) or refuse and leave (84).





11 You try and try, but it's no use. You cannot make the detonators appear on the monitor screen. The only way to find them now is by searching them out. Turn to 32.

12 As you send lethal chunks of lead their way, the gatehouse guards dive for cover and crawl away. What cowards! Turn to 359.

13 The young midshipman salutes as you open the door. "Captain Weatherford says it's time." He leads you to the jump port of the *Rose*. Turn to 207.

14 The nearest convenient weapon is the chair you are sitting on. It will do 1 hit of damage, but it is clumsy to fight with — subtract 1 from your Attack Roll while using it. Turn to 5.

15 Driving at night is hazardous without lights. Without warning, the road turns nasty. The foundation of an abandoned church collapsed years ago, and the roadway has eroded near it to form a pit. Only sharp driving will keep you from tumbling in.

Try a Control Roll. If you make it, turn to 35. If you fail, turn to 258.

16 You floor it, and the arch of the bridge comes racing at you. Gawking Psycho-Delics watch from the railings as you streak toward the jump. Thirty feet, ten feet . . . then open air.

Try a Control Roll, at -2 for difficulty. If you make the roll, turn to 86. If you fail, turn to 50.

17 As the elephant charges, you evade — grateful for all that AADA training you've received — and climb onto the pachyderm's back! The beast shakes its head and unsuccessfully tries to toss you off. It then runs for the far wall of the auditorium to scrape you off its back, trampling the crowd members in its path. Before it reaches the wall, you jump free and run.

Turn to 222.

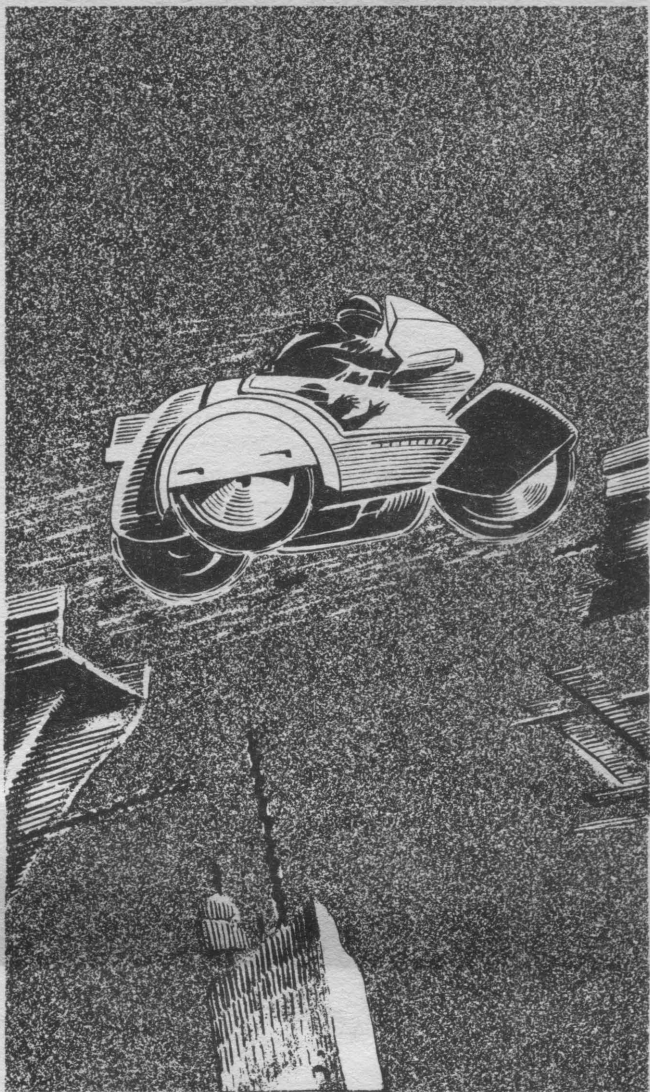
18 Your ear is nicked as a shot flies past — from behind you! Guards from the compound have found you and now surround you. You must surrender. Turn to 232.

19 One after another, the doctors come to examine your eyes, but they don't seem able to help — the damage is in the nerves, not in the eye itself. Your vision has the odd habit of becoming double just when you most need to see.

Reduce your Gunnery skill by 1 on your record sheet. Turn to 178.

20 Kiki bolts from your vehicle, somehow closing the door before any Slimes can get inside. He crawls to the roof of your vehicle and begins to howl like a mad dog. Oddly enough, the Slimes respond by sitting in the road and howling back.

Presently, Kiki returns. "It's all flake like a cake now, screw-top," he says. "Let's get out of here." The Slimes give you no trouble as you drive away. Return to 400.



21 Your flare climbs high overhead before exploding brilliantly against the darkness. Surely the Guard can't miss that. Turn to 188.

22 "But — who am I?" you ask. You shift uneasily as his eyes bear down on yours.

"You are 'Ace' Johanssen," says the Major, "the best damn agent in Texas Intelligence. The world knows you as a top-flight circuit autoduellist, but you've been working for me all these years."

Turn to 53.

23 "I'm only equipped for armor repairs, that's all I do," says the Ambulance Driver. "My equipment's back at my shop — you'll have to follow me."

If you agree, turn to 363.

If you decide against repairs, turn to 354.

If you haven't had medical attention and would like the Ambulance Driver to attend to your wounds, turn to 9.

If you pull a gun on him instead, turn to 171.

If you ask about the cost, turn to 141.

24 Your vehicle, lethally wounded, comes to a halt. Staying inside will only invite death. Making a run for it — an alleyway is near — might give you a chance, if you dare to take it.

If you sprint for the alley, turn to 135. Otherwise, turn to 155.



25 The last stop before your journey to Houston is the Dispositions office, the section of Texas Intelligence authorized to make travel arrangements.

There are many ways to enter Houston surreptitiously — by water, either with surface or submarine transport; by land, driving in (avoiding the hostile road gangs) or going slowly on foot; and even by air, using a parachute or hang glider.

The clerk searches for your travel folder. At last, he comes back to the counter. "I'm sorry it took so long," he apologizes. "The Old Man made special arrangements."

The bulky envelope he hands you has a top-security lock on it, clued to your fingerprints only. It is unusual for travel arrangements to be under so much security. You notice scratch marks around the lock. Do you wish to:

Ask the clerk politely about the scratch marks (59)?

Rough the clerk up until he admits to tampering with your envelope (248)?

Forget the matter and open the envelope (104)?

26 Your vehicle rocks to multiple explosions. You've blundered into a minefield, even as the little car hurtles toward you.

Your vehicle takes 1 die of damage.

If your vehicle is crippled, you are at the duellist's mercy — turn to 232.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.

Otherwise, turn to 8.

27 Outrunning an aircraft is not easy. As you maneuver through the side streets, the grasshopper is always on your tail. Finally, it gains the position it seeks — and dives directly at you, firing.

Turn to 237.

28 “Renegade, this is Cisco Betty,” drawls a voice on the CB. “The Knights challenge you to honorable combat. Do you dare? Over.” You may:

Claim that you’re not the “renegade” (190).

Accept combat (252).

Try to run (235).

29 The knife darts forward, and Peter suddenly is quite dead. The woman’s armor takes 1 hit and is now useless. Turn to 383.

30 A green flatbed, streaked with painted flames, charges out of the darkness. Its steel-fanged ramplate heads straight for your lap. Only a miracle can save you from total destruction.

Try a Control Roll at a +1 bonus. If you make it, turn to 80. Otherwise, turn to 283.

31 A splash of ice-cold water brings you around. Your hands are securely tied behind your back, and your weapons are gone. You are in an auditorium, and the large crowd sounds excited — as if awaiting some kind of entertainment. You aren’t sure where you are, but one thing’s for certain — these people aren’t your friends.

The guards prod you to your feet. The crowd throws apple cores and chicken bones as you are led onto the cement-floored central stage.

Then an imperial figure strides into the torchlight, holding his arms out to the crowd. A reverent hush falls over the assembled gangs. You can’t see the man’s face, but you know that golden chain — it’s Golden Moses.

You are injured and have only 1 hit point left. Your partner is also injured, with only 1 hit point left. You may listen to Moses (242), or instead concentrate on testing your bonds while the guards are distracted (255).



32 Try a Prestige roll at a +2 bonus, counting on your innate abilities to help you now.

If you fail, turn to 286.

If you make your roll and do not have the detonators, you may try to get them (334) or flee (323).

If you make your roll and have the detonators, turn to 323.



33 Your instincts fail . . . you miss the turn, and plunge through a warehouse door. This was the *wrong* warehouse to enter — it's huge, lit by torchlight, filled with Psycho-Delics, and there are two cars ready to battle. Hooting comes from the watching punks.

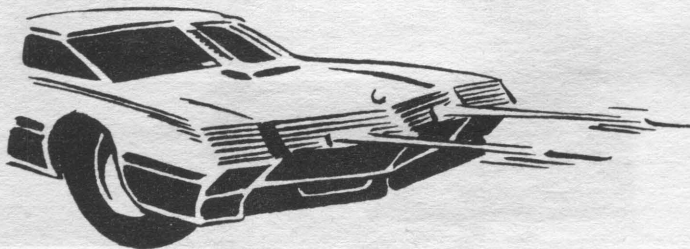
Your vehicle takes 1 die of damage from crashing through the doors.

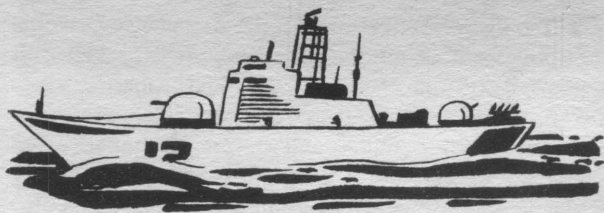
If your vehicle is crippled, turn to 232.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.

Otherwise, turn to 106.





34 A beautiful young woman, dressed in a mixture of tiger skins and body armor, walks up to you. "I'm a defector from the Rebeccas, Moses' trusted guards," she says. "My name is Lorena Chavez. I'll be your partner, if you'll take me."

Lorena is Gunnery-3, Driving-1. Her sole weapon is a jeweled knife. If she hits with the knife, roll 1 die — if the roll is even, it does 1 hit of damage, otherwise it has no effect. Her armor-and-furs clothing will absorb 1 hit of damage. You may equip her with other weapons, but she will refuse any armor you offer unless hers is no longer useful.

If you accept her as your partner, record her information on your record sheet.

Return to 163 and choose a new option.

35 Great reflexes and a last-minute swerve keep you from ending up at the bottom of a deep hole. Driving more cautiously, you probe the darkness carefully until the droning noise at last goes away. Then you turn your headlights back on.

Return to 400.

36 The young midshipman stares at your gun, and backs away. "Um . . . Captain Weatherford says it's time." You feel embarrassed over scaring the young officer. He leads you to the jump port of the *Rose*. Turn to 207.

37 You tie up your prisoner (if the Ambulance Driver is alive) and search the ambulance. It is packed with equipment, something like a mobile Uncle Albert's.

You find cash (add \$250 to your Money), and a huge load of ammunition — bullets and rockets. (If you are using the optional ammunition rules, you may restock any vehicular weapon to its original number of shots. You also find 3 magazines of regular ammunition for your handgun and 5 shotgun loads.)

Continuing to explore, you find a surplus Vulcan machine gun buried among the plunder. With a little bit of luck, and the use of the equipment available in this portable facility, you might be able to install the gun on your vehicle.

If you want, you may just take the ambulance to confuse your pursuers, leaving your current vehicle behind (stats are in paragraph 382). Add 1 to any roll at paragraph 400 while you are driving the ambulance.

If you don't take the ambulance, you may attempt to install the Vulcan machine gun in place of any vehicular weapon that started with at least 3 damage boxes. To install it, try a Mechanic roll, at a +2 bonus due to the good equipment available.

If you fail, you have made a complete mess — you now have neither weapon installed on your vehicle, and there's no more time to fiddle with it.

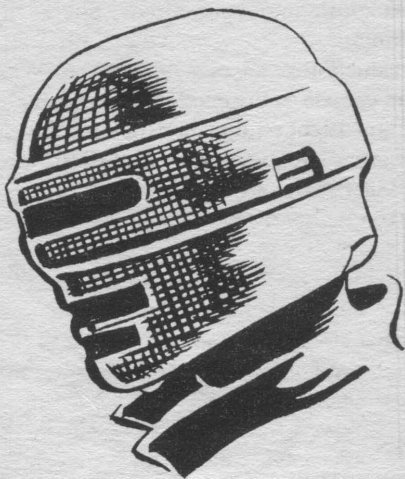
If you make your roll, you have replaced your old weapon with the new one. The VMG is mounted in the same direction as the weapon it replaces. It is Combat Bonus +1, 2 dice damage, 3 damage boxes and 20 shots.

As you finish with the ambulance, the radio speaks. "A.D., have you captured that renegade yet? Come in, I'm tired of waiting." You easily recognize Golden Moses' voice. It's time to leave.

Return to 400.

38 The nurse tries not to show her concern when you drop your comb, or spill the morning orange juice. And you stumble more than you used to — it's something to do with "hand-eye coordination," the doctors say.

Subtract 1 from your Driving skill on your record sheet. Turn to 178.



39 "How did they sabotage my clone, Major Steinbeck?" you ask.

"That's what worries me." The intelligence chief picks up a folder and leafs through the pages. "The only people who have access to that Gold Cross facility are cleared by me. Whoever injected the hostile bioplasm is one of us.

"Ace, that's why you have to go on this mission. I can't trust anyone in headquarters. Somebody here is working for 'The Other Side.' "

Turn to 87.

40 He is dead. (Mark off 2 shots from your weapon if you are using the optional ammunition rules.) Turn to 37.

41 A panel truck appears on your target screen. With a brilliant flash, it launches a barrage of heavy rockets. You have no time to think or maneuver before the projectiles crash into your armor. Sparks fly from your control panel.

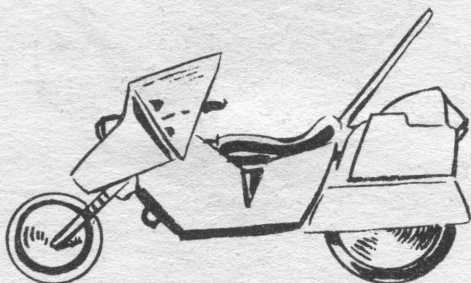
Your vehicle takes 4 dice of damage.

If your vehicle is crippled, turn to 315.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.

Otherwise, return to 399 and try another Control Roll.



42 Your opponent must have superhuman reflexes, for as you attack, she dives to the ground and draws her gun.

The cyclist is Gunnery-2 and has light body armor (worth 1 extra hit point). The pistol she pulls from her holster does 1 hit of damage (and has 8 shots). She is Defense Class 10 due to her ground-hugging position.

If you win, turn to 99.

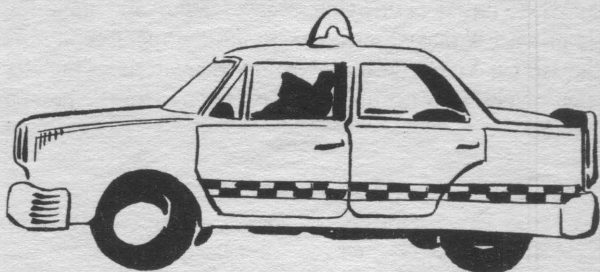
If the fight is still going after 5 rounds, turn to 18.

If you are knocked out, immediately turn to 31.

43 At the gangway, the sailors draw their weapons until you show your ID. Then the chief guard salutes sharply, takes your bag, and leads you respectfully on board the ship — the *San Antonio Rose*.

As soon as you are on board, the stevedores begin urging the huge zeppelin forward from the hangar. Soon the *Rose* is in the air, her prow pointed toward the eastern horizon — and Houston.

The Captain of the *Rose* meets you personally on the bridge, at the front of the gondola. Turn to 96.



44 You escape down the alleyway, climb a heap of trash, and wriggle through a ruined hamburger stand. Your enemies, in their vehicles, are unable to follow.

As you emerge from beneath the wreck of what was once a golden arch, you see a yellow taxi parked directly in front of you. The driver smokes a pipe.

Turn to 94.

45 “Look, Ace,” says Peter. “You and I are partners, assigned by the Major, and we’re just wasting our time by not trusting one another. Let’s get on with the case. Moses has those detonators, and we’ve got to crack them out of there — tonight!”

If you wish to force the issue, turn to 227. Otherwise, turn to 392.

46 You now see your “partner” in the torch he has just lit — he’s a Slime! His teeth are filed to points, his clothes are ragged and smell, and he’s armed with a spear — he’s a member of one of the most degraded gang societies in all of Houston!

Do you draw your gun and shoot him (381), or do you let him talk (241)?

47 The Vlad isn’t just another luxury machine. Beneath the polished ebony hood and the ornamental silver tiger’s head are two powerful autocannons. The interior is replete with Corinthian leather and includes a fold-down bar and an electronic entertainment center. The Vlad isn’t the car you’d pick to do the slalom — but it’s a mean machine. This might have been Moses’ personal vehicle.

VLAD THE IMPALA — CUSTOMIZED

Luxury car, 84 hit points. Defense Class 10; Handling Class 1.

Weapons: 2 linked autocannons to front (Combat Bonus +1, 3 dice damage, 3 damage boxes each, 10 shots).

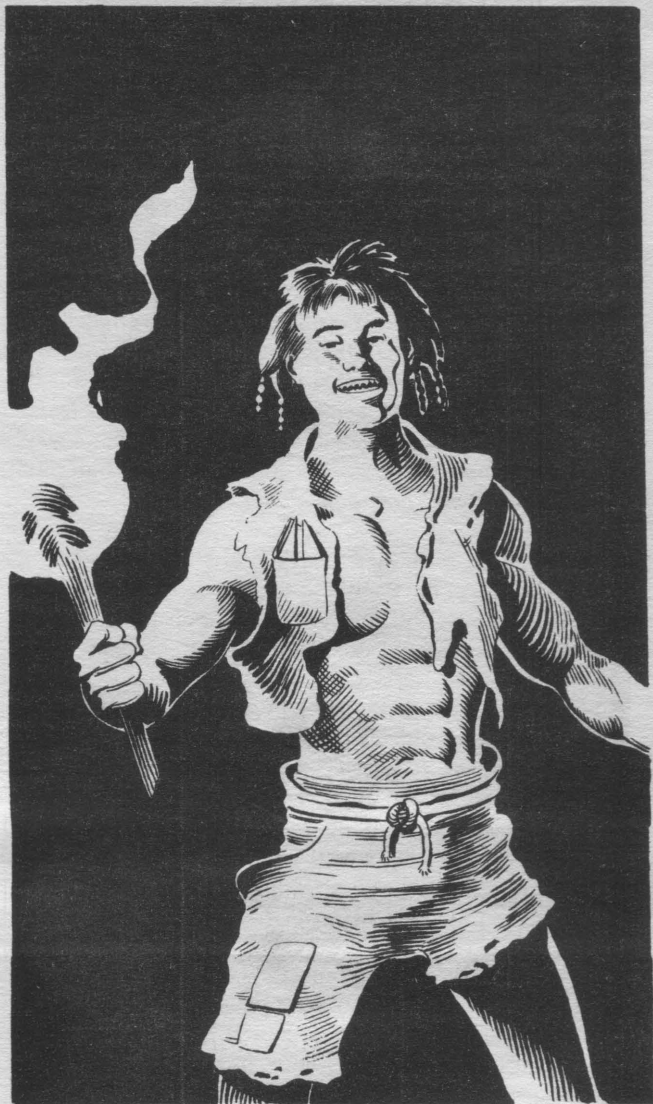
Heavy-duty flaming oil jet to rear (hits automatically — see the appendix for special rules— 4 damage boxes, 10 shots).

Power plant: Super (12 damage boxes).

Gadgets: Wheelguards, fireproof armor, and spoiler (see the appendix for special rules).

Turn to 225.

48 It’s a close call. Before the Slimes can surround your vehicle, you gain traction and race back down the street. A few remaining primitives cling to your vehicle, but some fast swerves shake them loose. Return to 400.



49 It does no good to avoid Department 73 — two men in clean white suits eventually find you and, with or without violence, escort you to what they call the “shrink office.” Turn to 137.

50 You climb, peak, and then dive — straight for the bottom of a narrow, algae-clogged canal. As the water rushes toward you, you realize that the price of failing is a watery grave. Your adventure is over.

51 The roadway skirts an old drainage ditch, then penetrates what was once a factory district. For the last few minutes the CB has been quiet. You forlornly hope that Golden Moses has called off the search.

The CB radio crackles. “Police? Ms. Renegade, sir? Ma’am? I’m the Ambulance Driver. Service is on its way!”

You may reply to the stranger (221) or ignore him (395).
If Carl is with you, turn immediately to 111.

52 “Don’t scrag her,” says Kiki. “That’s one of the Sisters of the Pacific — they’re dedicated to serving the urbans. Those folks are way-cool, popsie.”

Return to 295 and choose one of the options presented.

53 “You were on the track of these.” He dumps a collection of objects on the desk top. “Artifacts from the nuclear attack submarine *City of Corpus Christi*.

“The *Christi*’s been down there for over thirty years, so we knew something was up when these trinkets suddenly started appearing. That’s what you were investigating when you bought it.” Again his eyes lock onto yours.

The Major pounds his desk. “Blew you to kingdom come, into pieces too small for even Gold Cross to resurrect. So we pulled out one of your clones, but somebody sabotaged the rebirth to try and keep you off this case.”

If you would like to ask a question, turn to 65. If you don’t want to interrupt the Major, turn to 87.

54 You somersault through the spray of bullets, then leap into the open door of the taxi. Once again, being in tip-top shape as an autoduellist has paid off. Turn to 94.

55 Your partner leads you through a twisted warren of paths and trails, dodging in the darkness among rubbled buildings and silent streets. Once you pause while a night cycle patrol drives past on a maintained road, then your partner again leads you forward. At last, you rest behind a leaning concrete slab — in sight of Golden Moses' headquarters.

The compound is surrounded by barbed wire. Guard towers with searchlights illuminate the perimeter. Dogs and their masters prowl along the outside. Within is a single, intact three-story building, with a faded sign proclaiming, "Bank of Greater Houston."

If you feel that you can trust your partner, turn to 68 (if Kiki is with you), 196 (if Lorena is your partner) or 263 (if Carl accompanies you).

If you don't feel like trusting your partner, try a Prestige Roll at a +1 bonus. If you make it, you've penetrated the base and located Moses' security headquarters — turn to 353. If you fail, the guards find you — turn to 232.

56 You successfully close the car door. Return to 280 and select a new option.

57 The therapist shows you a complex drawing of several gears, points to one, and says, "If this gear is turned clockwise, which way does this gear go?" and points at another gear. You try to imagine the gears in motion, but your mind is boggled by the task. You have similar problems trying to trace the current path on a circuit board. The therapist calls your problem, "reduced spatial aptitude."

Subtract 1 from your Mechanic skill on your record sheet. Turn to 178.

58 You dart through the plaza and plunge down the right-hand fork. The road winds and seems to be descending. Suddenly, in your headlights' glare, you see why the Psycho-Delics let you come this way:

There's a bridge. A rather small bridge, to be sure. *And it doesn't have a middle* — the span is missing.

You may accelerate to make the jump (16), or try a bootlegger reverse to get out of here (277).

59 You point out the marks on the envelope's lock to the travel clerk.

"I had nothing to do with it," he stammers. His face turns pale. "I . . . I only shuffle paperwork." He tries to smile, and reaches under the counter.

Do you wish to:

Question him further (77)?

Pull your weapon (375)?

Forget the matter (104)?

60 Surprisingly, retracing your path back to the entrance gate is no problem. Several times you are forced to hide while Moses' men run past, but they never see you.

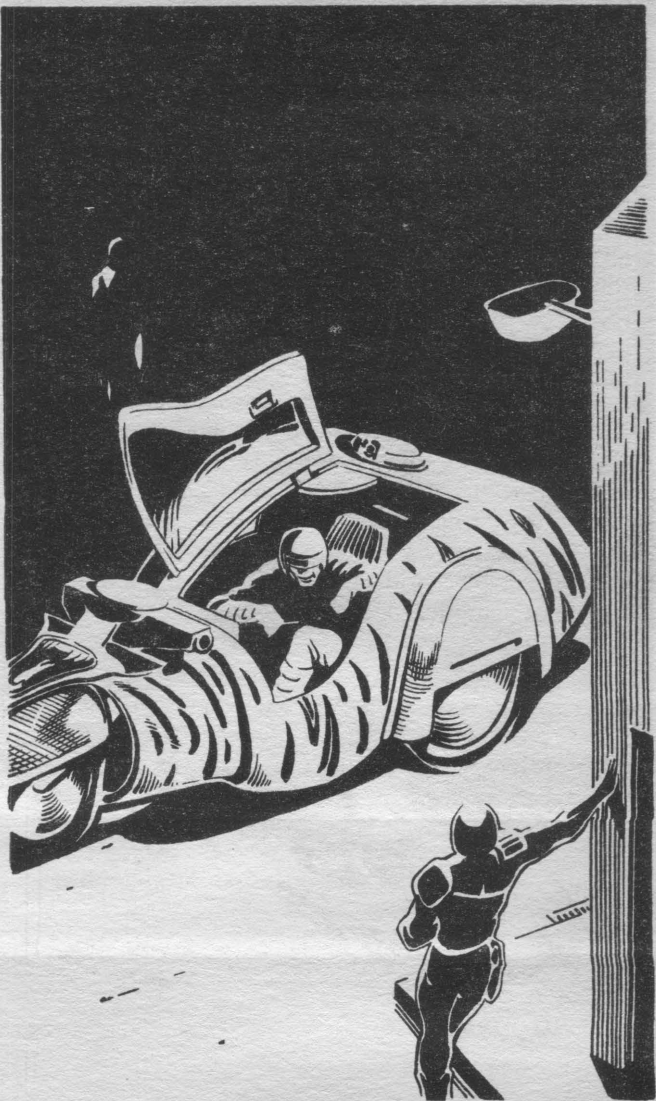
The gatehouse is almost deserted. Chatting with the solitary sentry is one of Moses' gang-duellists, lounging in a sleek, powered-up, combat-ready trike. There's a special high-tech look about the lines of this three-wheeler. The two haven't spotted you. Do you:

Turn back toward the compound, avoiding the gate (32)?

Pull your weapon and attack the men (187)?

Try to sneak up on them (355)?

61 You conceal the bodies, and emerge from the garage driving the Vlad. What a perfect escape vehicle! Turn to 47.



62 The woman quickly leads you away from the field. Her eyes dart in all directions, watching for enemies.

“I’ve been posing as a Rebecca, one of Moses’ trusted guards,” she explains. “My name is Lorena Chavez. I’ve been able to get on the inside at Moses’ headquarters, and I’ve got it all figured out for our break-in tonight.”

“What about the detonators?” you ask.

“Moses has three of them now,” says Lorena. “I’m not sure where he keeps them, but I’ve arranged for us to break into the security room. From there we’ll be able to spy on the entire base.”

You nod approvingly. “How have you arranged that?”

Lorena smiles enigmatically. “I have a plan.” She continues to lead you through the rubble of Houston.

Lorena is your partner for the rest of this adventure. She is Gunnery-3, Driving-1. Her sole weapon is a jeweled knife. If she hits with the knife, roll 1 die — if the roll is even, it does 1 hit of damage, otherwise it has no effect. Her armor-and-furs clothing will absorb 1 hit of damage. You may equip her with other weapons, but she will refuse any armor you offer unless hers is no longer useful.

Turn to 55.



63 Out of the darkness emerges a black truck, straining its motors as it charges toward you. You spy an opening and escape by driving onto a wide stretch of the old sidewalk. The charging truck cannot brake in time, and crashes into a bank building. Masonry falls into the street, sealing it off behind you. The truckers you've already passed won't be troubling you again — but there are still more trucks ahead.

Return to 399 and try another Control Roll.

64 You hastily make your departure from the taxi, escaping before the old man seems to notice. Soon it is clear that you've lost the Cab Man — there's no sign of any pursuit.

Roaming the Houston streets on foot is a truly desperate measure. It is only a matter of time before the gangs find you and close in.

Turn to 232.

65 You ask the Major one of the following questions:
“How did they sabotage my clone?” (39)
“How did they kill me, Major?” (78)
“How far along was I on the track of those trinkets?” (324)

66 You are face-to-face with a gunman. He is dressed in subdued colors suitable for night work, and holds a silenced pistol in what you recognize as a professional grip.

If you wish to fire at him, turn to 268. Otherwise, turn to 134.

67 Tragically, Kiki is torn to shreds by the attacking Slimes. The car door is still open. Roll 1 die. On a 1-2, turn to 170. On any other roll, turn to 56.

68 Kiki passes you a bundle. "Put these on," he says. The smell makes you gag. "No way."

The Slime giggles. "Police spy going my way, better dress up my way."

You shrug, and pull the repugnant clothing over your own. As you do so, Kiki chops at your hair with a knife, and rubs grease into your skin. In moments, there is not one Slime — but two.

"I'm not wearing these clothes one moment longer than I have to," you vow.

Kiki heads for the compound gate. You don't know what he's up to, but gathering courage, you follow him as he strides directly to the main gate. "Scraps! Scraps!" cries Kiki.

A cold-faced sentry sneers at the two of you. "Let me see."

Kiki pulls out a salvaged piece of circuitry from one of his many pockets. "Real scrap," he hisses. "Doctor Kennell wants it. We search, find it. We want food."

The guard spits in your partner's face. Kiki ignores the insult, still smiling at the sentry. "Filthy Slimes," mutters the man. He waves, and the gate is opened.

"They know me," explains Kiki, wiping his face as the two of you enter the compound. "The guardmans hate me, but doggy Kennell likes them old circuit boardies I squeak from the gone-down Fibretech labs."

Your partner leads you unerringly through the maze of corridors and rooms, unchallenged by guards. At last you come to a door marked "Security." Kiki pushes the door open. A single guard lies unconscious on the floor, an empty beer can on the counter. The room is lined with television monitors.

"Spiked his drink," explains Kiki, closing the door behind you.

Turn to 353.

69 If you won't come to them, your enemies come to you. Turn to 106, but the enemies have first shot.

70 You daringly dodge between two trucks, emerging among a cluster of dump trucks — which immediately lay down a merciless hail of rocket and recoilless rifle fire.

Your vehicle takes 3 dice of damage.

If your vehicle is crippled, turn to 315.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.

Otherwise, return to 399 and try another Control Roll.

71 Carefully, you and your partner sneak up on the gatehouse. You've chosen the guard in the trike as your target, knowing that you have to take care of him before he can button himself inside the vehicle — where he will be immune to your small-calibre hand weapons.

Try a Prestige roll, at a +2 bonus since the guards are deep in conversation. If you are successful, turn to 81. Otherwise, turn to 152.

72 Continue the gunfight. You may refer to paragraph 6 for information, if you need to.

If you win, turn to 330. If you lose, turn to 31.

73 You've never even heard of Department 73 before. You ask one of the secretaries, who frowns and turns to a reference book. "The Psychological Evaluation Office is on the third floor in West Wing," she finally says.

Something tells you that you said the wrong thing to the Major. He's sending you to the loony doctors!

If you still wish to go to Department 73, turn to 137. Otherwise, turn to 49.

74 This "short" drive through the back streets of the ruined city, is nerve-wracking. You need to be constantly alert for Moses' men, and your partner keeps calling your attention to suspicious sightings.

Responding to one such nudge, you shift your eyes and see a vehicle dead ahead of you.

Try a Control Roll, at a +2 bonus. If you are successful, turn to 173. If you fail, turn to 4.

75 As you slow down, the figure steps into the beam from your headlights. She's a beautiful young nun, wearing a simple black-with-white habit, dark stockings, combat boots, and a combat vest worn loosely over her habit. Judging from her motions, she wants you to pull up outside a ruined filling station. You may:

Shoot her (333).

Stop as she directs (153).

Ignore her (90).

76 "Allegiance," says the friendly therapist, perched on the chair at your bedside.

"*Awegiance*," you repeat.

"I pledge allegiance to the flag."

"*I pwedge awegiance to the fwag . . .*" Your therapist shakes her head, and tells you to keep practicing.

You have trouble speaking correctly. Subtract 1 from your Prestige score on your record sheet. Turn to 178.

77 It's too late to question him now — the item that was under the counter now comes into view, and it's a gun.

You're in a gunfight, and he gets the first shot. Turn to 385.



78 “How did they kill me this time, Major?” you ask.
“Did I slip up?”

“It wasn’t your fault,” the Major replies. Obviously, he doesn’t want to talk about it.

Do you insist that he tell you (396), or do you let him go on with the briefing (87)?

79 As you enter the alley, Peter clumsily attacks you with the butt of his pistol. You spin aside, and he misses.

Peter swears, and reverses his gun. “I wanted you as my prisoner, Ace, but I’ll settle for you dead.”

It’s a battle. You may refer to paragraph 6 if you need information about Peter.

If you are knocked unconscious, turn to 31. If you win this fight, turn to 330.

80 You try to avoid the metal-fanged flatbed charging at you . . . and can’t escape. The steel fang rips into your armorplast.

Your vehicle takes 2 dice of damage.

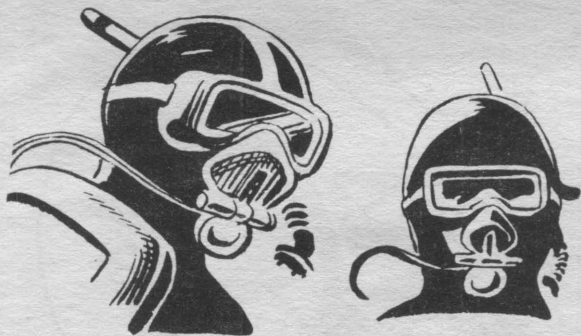
If your vehicle is crippled, turn to 315.

Otherwise, return to 399 and try another Control Roll.

81 You strike before the driver can react, tapping the base of his skull with your pistol butt. You hear a second thud as your partner takes care of the other sentry. You throw their unconscious bodies in the gatehouse. There’s no alarm as you check out the trike.

Turn to 92.





82 How did you get here? Obviously, this is a medical facility . . . or rather, a *lazarus* facility. This place isn't for the living, but for the dead. You've been resurrected.

Ah, the wonders of 21st-century technology — the Major has had your mental patterns transferred to the body of a clone, grown months ago from your own donated cells and waiting for a time like this. This isn't the first time you've been on a slab down at Gold Cross.

Return to 162.

83 Lorena puts the mike to her lips and swears a long stretch of profanity. "Come and get us, you pink-furred lizards!"

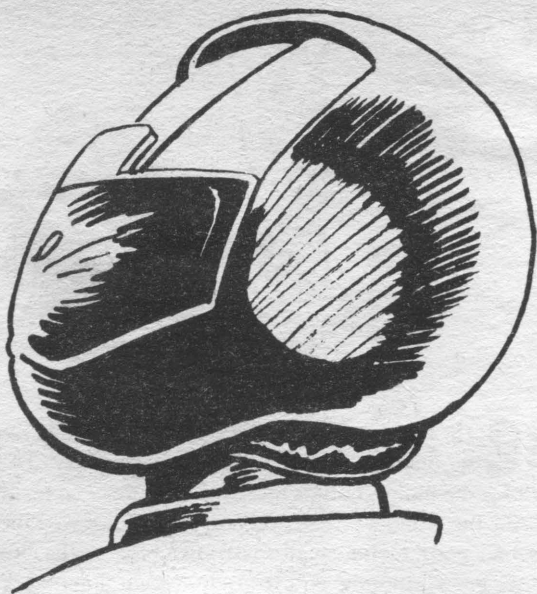
You cut her off. "Why did you do that?"

Lorena shrugs. "I don't like the Knights. We can beat them."

Turn to 252.

84 You leave while the Cab Man is still talking. Crazy old fossil, you think. Probably an informer for Golden Moses, too.

If you are on foot, or if you do not have an operating vehicle, turn to 64. Otherwise, return to 400.



85 Time passes swiftly in the medical facility. The doctors have explained to you some of what happened: You died, and so Gold Cross began to revive a “new” you, a prepared clone that would have your body and mind. Unfortunately, that clone — *you* — was sabotaged, and some damage has been done, mostly to your memories. Your physical abilities quickly return . . . most of them, at any rate.

To find the lasting effects of sabotage to your clone, roll 1 die, multiply that number by 19, and turn to that paragraph.

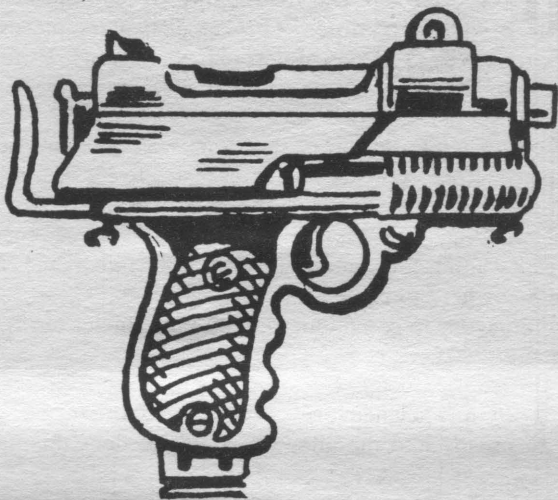
86 You make it! As you escape, the punks one by one begin to applaud. Some cheer. One throws a beer at you. Return to 400.

87 “When they killed you, I concentrated on finding your killer. I was successful.” He holds out a glossy photograph.

The person in the photo is oriental, attractive, with dark hair and an odd form of attire — a blend of duellist armor and tiger skins. You tell the Major that you don’t recognize the face.

“Pity,” he says. “This assassin uses the professional name, ‘Tiger Claw,’ and works as a trained killer and bodyguard for your old enemy.”

If you know who your “old enemy” is, turn to 377. Otherwise, turn to 247.



88 You’ve escaped from the minefield, but not from the attention of the guards — floodlights crisscross the field. A machine gun barks. There are guards running into the field both behind you and in front of you. Do you:

Run back toward the compound (32)?

Run on toward the fence (193)?

Surrender (232)?

89 Your pistol butt descends toward the guard's head . . . and he turns. You miss. The guard goes for his gun.

It's a gunfight. The guard is Gunnery-2, carries a pistol (1 hit of damage, 8 shots), and has 1 extra hit point (thanks to his blend of tiger skins and duellist armor). He will shoot exclusively at you. After 2 rounds, your partner arrives and can help you.

If you win the fight, turn to 61.

If you are knocked out, turn to 31.

90 You drive on. The road is littered with the debris from ravaged stores — broken plate glass, pieces of scrap iron, even skeletons of unsold lawn mowers. Eventually, the road widens into an asphalt field that was probably once a large parking lot.

Bonfires ignite on top of the stone walls that surround this place. Ropes quickly haul iron plates to block the exit from what you now recognize as a very primitive arena. Your targeting computer belatedly locates three enemy vehicles waiting for you ahead. This looks like a duel, and there's nowhere to run.

You may try to communicate with the vehicles (185), or open fire (220).

91 "Great maneuver," says your partner, as you escape into the alleyway. "Where does this alley go?"

"Beats me," you reply. However, you soon find your way back to a main street.

Return to 400.



92 The trike is yours. According to the molding on the dashboard, this is "Shiva+, the Maximal Destroyer," the latest high-technology duel-trike from Pantheon Motors.

This is the machine that's been the talk of the dueltrack ever since the New Car Exposition at the Texas National Fair. Molded into the body of this trike is a fiber optic web integrated with a weapons computer. If Shiva is struck with any sort of laser — even a targeting laser — her weapons lock onto the firing laser, giving a +1 Combat Bonus to all attacks against the laser-wielding vehicle next turn. According to the arena experts, this might put laser-guided weaponry out of business.

SHIVA+, THE MAXIMAL DESTROYER

Extra-heavy trike, 51 hit points. Defense Class 11; Handling Class 2.

Weapons: 2 linked variable-fire rocket pods, one to right, one to left (Combat Bonus -2, 2 dice damage per rocket, 5 damage boxes each pod, 15 rockets each pod — can fire 1-3 rockets per turn; each rocket requires a separate Attack Roll). The trike's shape allows these weapons to also fire forward.

Flaming oil jet to rear (hits automatically, 3 damage boxes, 25 shots — see appendix for special rules).

Power plant: Super trike (6 damage boxes).

Gadgets: Infrared targeting laser in turret (Combat Bonus +1). Fireproof armor, laser-reactive web, wheelguards — see appendix for special rules.

Turn to 225.



93 Outmaneuvering a nimble trike would be difficult, except that this opponent is under clumsy remote control.

Roll 1 die. If the roll is 4–6, the trike has failed its Control Roll — turn to 113. If the roll is 1–3, the enemy is still coming at you, and you must make a Control Roll to avoid the ram.

If you make your Control Roll, turn to 123. If you fail, turn to 103.



94 You are sitting inside a cab, something that belongs in a civilized town — not in Houston. Do you:

Wait long enough to figure out who or what this is (10)?

Ask your partner's advice (305)?

Run away (64)?

95 Recreational therapy, they call it. You've always called it ping pong, and here they make you play it for two hours daily. Your performance draws a crowd among the young interns.

"I've never seen anyone make shots like that," says one admiringly.

You nod graciously, leaning against a wall for support. Ping pong takes a lot of energy — or else you're getting older. "Just talent," you say.

You have a feeling of great alertness, more sharpness in your reactions . . . but you tire so easily. You may add 1 point to both your Gunnery and Driving scores on your record sheet, but subtract 1 point *permanently* from your hit points. Turn to 178.



96 “I expect you to be perfectly safe on board my vessel,” says Captain Weatherford.

“I hope so,” you reply.

“We’ll be over Houston shortly after nightfall, winds willing.”

After a tour of the ship, the captain escorts you to your stateroom. The flight to Houston is uninteresting, except that the sky is dark and rain threatens. Time passes. At last, a rapping comes at your cabin door. “Excuse me! Excuse me!” The voice is unfamiliar.

Do you answer the door armed (36), or unarmed (13)?

97 The Major smiles, quickly writes something down, and passes it to you. “Make sure Mr. Gowens sees this,” he says enigmatically, then resumes the briefing. (Write down “Gowens” on your record sheet.)

Turn to 367.

98 “Hey, Ace!” comes a low shout from one of the ruined buildings. “Give me the code!”

“Pantheon,” you reply. “And the color?”

“Green as a bottle of algaebeer,” the man replies. There’s the noise of a switch, and then the stranger appears in a pool of light from his own flashlight. “We’re safe here. I’m Peter Downley, the partner that Major Steinbeck assigned to you. We’ll get Golden Moses for sure, won’t we!” He laughs heartily.

Try a Prestige Roll at a +1 bonus. If you make it, turn to 211. If you fail, turn to 317.

99 The moment you get a good look at it, you recognize this bike — the advertisements have been plastering the dueltrack all season: “Dangerous! Evil! Vicious when cornered! It’s a Rodent!” Driving a Rodent through the streets of Houston seems rather appropriate, you think. What a great escape vehicle!

THE RODENT

Heavy cycle, 24 hit points. Defense Class 12; Handling Class 3.

Weapons: Laser to front (Combat Bonus +1, 3 dice damage, 2 damage boxes).

Micro-missile launcher in sidecar, mounted to front (Combat Bonus -1, 1 die damage, 2 damage boxes, 10 shots).

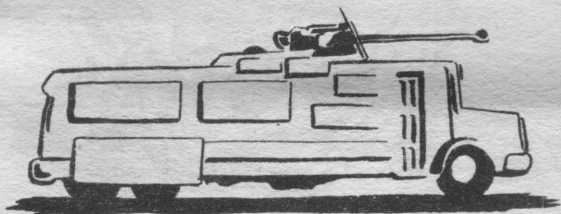
Power plant: Large cycle (4 damage boxes).

Gadgets: Hi-res targeting computer (Combat Bonus +2). Wheelguards — see the appendix for special rules.

Turn to 225.

100 After years of little maintenance, the streets of Houston are treacherous. As a flatbed truck zigs after you, ranging in on you with a turret-mounted machine gun, you decoy it toward an embankment. As the truck’s weight hits the roadside, the road and the truck slide away into what was once a children’s park.

Return to 399 and try another Control Roll.



101 You turn about sharply and escape. The other vehicle mysteriously makes no attempt to pursue. Return to 400.

102 From deep within you, hidden reservoirs of strength are called upon — your arms strain, then finally push past the obstacle that has held them chained. There's a feeling of something snapping or breaking. You realize now that you cannot see, or hear, or *breathe* . . .

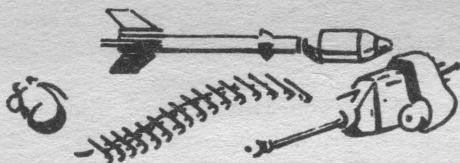
Blackness rushes in upon you. You've snapped a vital, life-supporting connection — and die without ever knowing what's going on.

Return to the Introduction.

103 The trike slams into your vehicle. Microseconds later, a switch detonates the trike's powerful bomb. You are only a mist drifting over the battlefield. You have died.

Turn to 182.





104 You recognize Major Steinbeck's handwriting on the note. It is very unusual for the Major to write travel orders himself. You read:

Ace,

Remember, don't trust any of our own agents on this mission besides your partner — Moses has a mole in our organization. That's why I'm taking the utmost precautions with these arrangements. I don't want anyone from the other side waiting for you when you arrive.

The code word is 'Pantheon,' and the color is 'green.' Report to hangar 211 of the Texas Naval Guard airfield at 4:30 this afternoon.

Major Steinbeck

You carefully destroy the note.

At 4:30, you report to the airfield. Hangar 211 turns out to be immense, at least the length of a football field. The aircraft inside is not exactly dwarfed by such large quarters, however — it's a Texas naval zeppelin.

You've seen them in the skies and on television, but this is the first time you've ever been so close to one of these leviathans of the sky. Great bags of helium within the aluminum hull lift this ship skyward, while a row of silent electric engines and propellers drive it through the air. Zeppelins aren't very fast, but in the 21st century they carry a lot of destructive power.

Try a Prestige roll. If you make it, turn to 126. If you fail, turn to 43.

105 You jump from your vehicle, scrambling for the safety of the mysterious cab. Shots from your enemies spatter all around you.

Try a roll against your Driving score, using 1 die. If you roll less than or equal to your score, turn to 54. If you roll higher, turn to 194.

106 It's a fight.

VEHICLE #1 (HIGH NOON)

Reversed extra-heavy trike, 15 hit points. Defense Class 9; Handling Class 1.

Weapons: Anti-tank gun mounted to front (Combat Bonus -1, 3 dice damage, 5 damage boxes, 10 shots).

Power plant: Super trike (6 damage boxes).

The driver is Driving-0, Gunnery-2. She is shielded with armor plate and wears body armor, so she has 13 extra hit points.

VEHICLE #2 (WARRIOR)

Compact car, 30 hit points. Defense Class 10; Handling Class 2.

Weapons: 2 linked light lasers to front (Combat Bonus +1, 1 die damage each, 2 damage boxes each, 20 shots).

Twin linked machine guns to rear (Combat Bonus 0, 1 die damage each, 3 damage boxes each, 20 shots each).

Power plant: Medium (8 damage boxes).

The driver is Driving-2, Gunnery-1. He wears no armor.

If you win the combat, turn to 86.

If your vehicle is crippled *and* you are in a warehouse, the Psycho-Delics come after you — turn to 232. If you are not in a warehouse, turn to 315.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.

107 The pistol speaks, and the woman falls to the ground. She is dead. Peter takes 1 hit of damage in the fight. Turn to 362.

108 There is no sign of pursuit as you exit a stairway into a darkened underground garage. The echoing emptiness is filled with cars — wrecks scavenged for components. A light shines from the far side of the garage.

As you approach the light, you see a single vehicle idling beneath an overhead lamp. Your breath catches — it's a Rothschild Vlad, a classic car with powerful lines and luxurious fittings. It would be hard to find a better escape vehicle. There are two guards by the Vlad, chatting amiably. You may:

Attempt to overpower the guards (122).

Open fire on the guards (369).

Look for another escape route (32).

109 The Slimes are now *under* your vehicle, and they have one intention — to roll you over.

It's a very bizarre combat.

You may fire on the Slimes. There is no need to aim, and no Attack Rolls are necessary — the primitives are everywhere. Simply roll to determine the damage caused by your weapons, keeping track of the total damage caused. In this situation, both driver and gunner can operate up to 3 vehicular weapons per turn, or 1 vehicular weapon plus 1 personal weapon. Any damage done to the Slimes in previous turns still counts against the total damage.

At the end of each combat turn, check the total damage done to the Slimes. If it exceeds 100 hits, turn immediately to 246. Otherwise, the gang now gets its attack.

To find out how the Slimes' attack goes, roll 1 die. On a roll of 6, the Slimes have overturned your vehicle — turn to 226. On any other roll, your vehicle is still on its wheels — continue firing.

110 You know the call procedure. "Charlie Delta, this is Blue Dolphin knocking on your porch door. Do you read me? Acknowledge."

The reply is immediate and sharp. "This is Bay Town Station. Stand by for assistance. We are scrambling an assault copter." Things might turn out just fine.

Turn to 188.

111 "Avoid him. Lose him," says Carl. "He's an informer." Do you avoid the Ambulance Driver (395) or ignore him (221)?

112 The trucks are almost upon you, but there's a narrow alleyway you might be able to squeeze into.

Try a Control Roll, at a -1 penalty due to the tightness of the turn. If you make it, turn to 91. Otherwise, turn to 3.

113 You spin your wheels, leaving the remote-controlled trike in the dust. Any remaining Knights depart from the field of combat. Their plan has failed — you've won the battle. Return to 400.

114 One night, as you extend your arm for the blood pressure cuff, your night nurse gives a pleasant laugh. "You know, Ace," she says, "I swear you can read my mind."

"Not really," you protest.

"You hold out your arm when I need it, roll over for shots without being asked . . . I'm amazed," says the nurse.

Though your memory is shaky, your mental powers *have* been increasing. Add 1 to your Prestige score on your record sheet. Turn to 178.

115 Cheerfully, the man lets you have his car. “Now, this gives me title to your vehicle,” he says. “Which isn’t saying much — the thing is a wreck, and Moses is going to want it back. Doggone, I must be crazy to make such a deal.”

Your new vehicle’s information:

YELLOW TAXI

Station wagon, 45 hit points. Defense Class 9; Handling Class 2.

Weapons: 2 linked rocket launchers mounted to front (Combat Bonus -1, 2 dice damage each, 2 damage boxes each, 10 shots each).

2 linked heavy rockets in roof cradles, mounted toward the front (Combat Bonus -1, 3 dice damage each, 2 damage boxes each, 1 shot each).

Minedropper to rear (1 die damage, 2 damage boxes, drops one mine per turn, holds 10 mines — see appendix for special rules).

Power plant: Super (12 damage boxes).

Gadgets: Wheelguards on all tires — see the appendix for special rules.

As you drive away, the Cab Man waves farewell. *There are good people everywhere*, you think. *Even in Houston*. Return to 400.

116 You recover in the base infirmary. The clerk escaped — no doubt another of Moses’ agents. Headquarters is upset.

Two days in the infirmary heal up all your major wounds. (Your hit points lost in the gunfight are restored.) New travel orders are delivered by special courier — this time there are no scratches on the lock. Turn to 104.

117 As you enter the alley, you’re hit on the back of your skull and black out. Turn to 31.

118 “Just like the training courses,” you think, swerving to avoid the building chunks.

Try 8 Control Rolls. For each roll that you fail, your vehicle takes 1 die of damage from collision with the rubble. If you succeed at your roll, your vehicle receives no damage.

If your vehicle is crippled, turn to 315.

Otherwise, turn to 86.

If you are killed, your adventure is over.

119 You and the Major . . . you and Texas Intelligence . . .

Your father died in the War, fighting to win Texas’ independence, and Texas rights and freedoms have always meant something special to you.

On Secession Day, August 8 of every year, you make the pilgrimage to the shrine of Texas liberty — the Alamo — to bow your head and consider the price so many paid for the liberties you enjoy today.

That’s why you — Ace Johanssen — are with Texas Intelligence. Because freedom is worth fighting for, and an agent like you — thought by the world to be a successful autoduellist, yet secretly an operative for Texas — can save your nation in troubled times like these.

Return to 162.

120 You think about signaling the Guard again, just in case. Nervously you eye the other side of the border. Turn to 188.

121 The grasshopper spirals down out of the sky. It glances off a rusted smokestack, disintegrates, and showers the road with glowing chunks of plastic. If only a news-chopper could have been watching, you wish. *This kill would have made it onto TV.*

Return to 400.



122 You motion to your partner, miming a plan. Each of you stalks one of the guards. At the same moment, you both rise to attack . . .

Roll 1 die.

On a roll of 1 to 3, turn to 369.

On a roll of 4 or 5, turn to 158.

On a roll of 6, turn to 89.

123 You've outmaneuvered the trike, but it doubles back for another pass. Do you try to outmaneuver it again (93) or try to outrun it (113)?

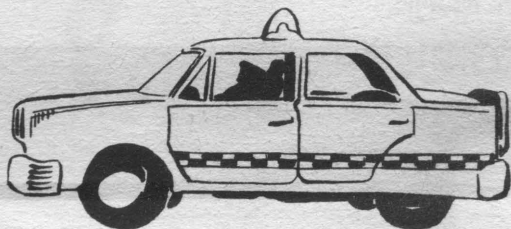
124 As you raise your gun, the woman turns and disappears as quickly and completely as she appeared. You pursue but lose all track of her. Turn to 348.

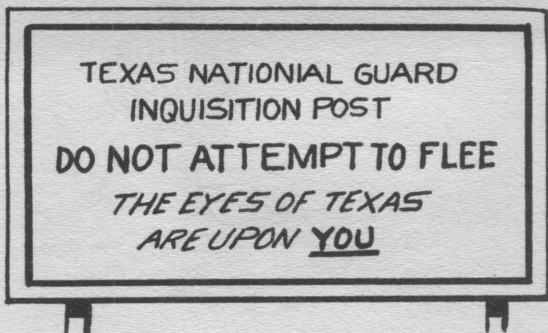
125 "Well, since you're in a hurry . . ." The Cab Man digs around in the trunk of his cab. "Some of this might be useful. Help yourself."

He has two Improved Body Armor suits, good for 6 additional hit points each. If you are using the optional ammunition rules, he has regular ammo for all of your personal and vehicular weapons — you may restore them to starting levels.

"I hope this will help you," he says as you drive off. The Cab Man has to be the nicest character you've met in Houston.

If you are on foot, or if you do not have an operating vehicle, turn to 64. Otherwise, return to 400.





126 As you approach the zeppelin, an honor guard of Texas naval cadets salutes you with raised swords. The aerial warship's commander, in full-dress uniform, steps forward and clasps your hand.

"I welcome you to the *San Antonio Rose*, finest dirigible in the Texas fleet. I am Captain Weatherford," he says.

"I and my crew are aware that your mission is urgent and secret, and we will do everything in our power to deliver you to your destination on time and on target.

"Welcome aboard." The captain takes you to the bridge, at the front of the gondola.

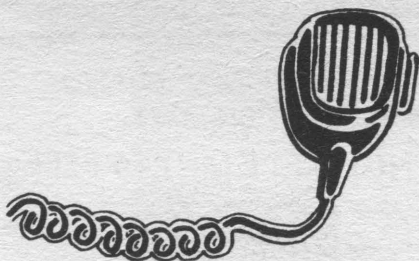
Turn to 96.

127 Quickly, you collapse the glider, packing it beneath a rock. Roll one die. If you roll a 1 or 2, turn to 316. If you roll a 3 or 4, turn to 98. If you roll a 5 or 6, turn to 326.

128 Kiki stands up, growling and howling at the crowd. Abashed, the Slimes step back.

"That should take care of that," says Kiki. "Trudge this budger out of here, pitter-pat!" The Slimes make no move to stop you as you drive away.

Return to 400.



129 Your partner grabs the CB mike. “Freddie, hold your fire. This is Lorena. You know I’m not a renegade. Over.”

“Honey sweet, I’m sorry I misrecognized you,” a deep basso voice replies. “Hold your fire, men. We’ll let this little lady pass.”

Nervously, you drive through the powerful truck convoy — every truck clearly marked with Golden Moses’ tiger logo — while the truckers wave and smile.

Return to 400.

130 Getting out of this situation won’t be easy. You must attempt to find a way out of the minefield.

It will take 3 safe steps to escape this minefield. The steps do not all have to be made by the same person — your partner can help you by also walking through the minefield. Every time a step is taken, roll 1 die:

On a roll of 1 to 4, it’s a safe step.

On a roll of 5 or 6, it’s a false step and another mine blows up. Immediately roll 1 die — if an odd number is rolled, you take 1 hit of damage. Otherwise, you escape harm.

If you make 3 safe steps, turn to 88.

If you decide to surrender, turn to 232.

If you fall unconscious, turn to 31.

131 When the timer reaches zero, an explosion tears you and the vehicle apart. Your adventure is over.

132 Your targeting computer identifies an object ahead of you on this road, accelerating swiftly toward you. It appears to be a single, very fast, small vehicle. You may:

Reverse and try to outrun it (318).

Accelerate to match its speed, preparing for combat (186).

Prepare to fight at normal speed (26).

133 “Like, did I ever blow how boffo I am over screamer-beamers? Like how beeply it thrills me?” asks Kiki, reaching into his grimy pocket. He pulls out something walkie-talkie size and squeezes its button. The ramming trike diverts and whirls harmlessly in a circle.

“Fudged their wavelength, Mr. Kangaroo,” explains Kiki. “Graved their waves.”

Turn to 113.



134 The man holsters his pistol. "My name is Carl Frank. I'm your partner." He looks you over, nodding to himself once or twice. "Tonight we will break into Golden Moses' headquarters and confiscate the three atomic detonators his divers have recovered from the sunken submarine. Then we will deliver them to Texas Intelligence."

You agree, pleased that your partner has his end of the operation so neatly planned. Too bad your end will have to be improvised. "I have something to show you," Carl says.

He hands you a personal identity card (code #993-G6-0039) and a pocket flashlight. "That will verify my identity." He leads you to a ruined building, and from the rubble produces a small suitcase-sized container. He opens it, revealing silvery globes — 6 smoke grenades.

Carl is your partner for the rest of the adventure. He is Gunnery-3, Driving-1. He has 40 extra bullets for his long-barreled pistol (Combat Bonus +1, 1 hit damage, 8 shots). A concealed bullet-proof vest will absorb 2 hits of damage. He carries a video camera in a holster. He will accept other weapons and armor from you, but he will not give you his.

The smoke grenades may be used at any time, in personal or vehicular combat. No Attack Roll is necessary. When a grenade is set off, its smoke cloud adds 2 to *all* Defense Classes for 1 turn — if you are in a vehicle, detonating the grenade adds to the *vehicle's* Defense Class. This protection does not apply against attacks which do not need to see you in order to hit — minefields, for instance. However, the smoke cloud *does* block laser fire, but not infrared targeting lasers.

Turn to 55.

135 You make your break, pumping your legs as fast as they can go. The alley seems so near.

Roll 1 die. If the total is less than your combined Gunnery and Driving scores, turn to 254. Otherwise, turn to 356.



136 The woman and Peter are locked in a deadly embrace — she with her knife against his throat, Peter trying to swing his pistol against her chest.

“Shoot her!” snarls Peter.

“I’m your partner,” cries the woman.

Do you:

Shoot the woman (298)?

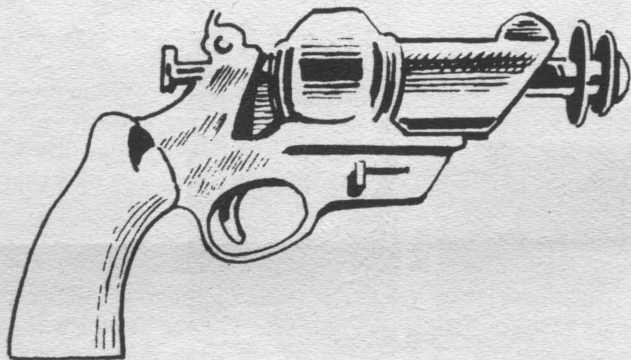
Shoot Peter (308)?

Let them fight to the finish (352)?

137 The Psychological Evaluation office of Texas Intelligence has a large outer office painted in non-threatening pastel colors, filled with comfortable arm-chairs and low tables spread with pleasant magazines . A perky receptionist takes your note, writes something down, and escorts you to an inner office.

At the inner office, two psychologists wait with an entire battery of tests and bizarre equipment. According to them, Gold Cross has some interest in researching damaged clones like yourself. Fortunately, they find nothing psychologically wrong with you.

Turn to 368.



138 “Yes, sir,” you report proudly, handing over the detonators.

“God bless Texas,” says the Major.

Following a whirlwind debriefing and personal congratulations from Major Steinbeck, you board an express flight for an all-expense-paid, two-week vacation in Tahiti. Life is still easy in the islands.

Back in Texas, peace goes on. Golden Moses continues to plot, looking for ways to detonate his nuclear warheads. Major Steinbeck will have other assignments for you when you return to duty. As for the newspapers, none of this will ever see print. It’s top secret. You’ll never be a *famous* hero.

But you don’t care. This week you saved Texas from nuclear war, and that’s good enough for one agent.

— THE END —

139 The grasshopper drones directly overhead, then disappears in the darkness. It has done its job . . . can you finish yours? Return to 400.

140 You scream with all you have in you — a horrible, gurgling scream, since there’s no way to open your jaws and let the noise loose.

Yet, someone must have heard it. Patterns of light cross your closed eyes — only now do you realize that you can’t open your eyelids — and you feel yourself being lifted. Sound rushes at you, and you squint your eyes in the blaze of light.

“Five, four, three . . . watch the regulator . . . steady pulse rate . . . administer the anti-bioplasm agent . . .”

Something sharp penetrates your left buttock, and you begin to sleep. You know where you are now. You are being born — again.

Turn to 162.

141 He explains that his fee is only reasonable, under the circumstances. It works out to be \$50 per restored vehicle hit point. “And if you don’t have the cash, we’ll work something out. If I can’t trust the government of a great nation like Texas, who can I trust?”

If you agree, turn to 363.

If you decide against repairs, turn to 354.

If you haven’t had medical attention and would like the Ambulance Driver to attend to your wounds, turn to 9.

If you pull a gun on him instead, turn to 171.

142 You are determined not to lose this enemy, though it will be hard to keep up with such a fast compact.

Try a Control Roll. If you fail, the Hornet loses you — turn to 400. If you make it, continue the combat to the finish. The Hornet is out of rockets, but the light laser may still be a threat — return to 8.

143 You have one more combat turn to fire at the trike. If the trike is knocked out of action, turn to 113. Otherwise, turn to 103.



144 With a wild cry, you rush at the helicopter guard. She stands paralyzed, her submachine gun dangling uselessly in her hands. With surprise on your side, this could be a great fight.

The helicopter guard is Gunnery-0, and has light battle armor (good for 1 extra hit point). Her weapon is a sub-machine gun (Combat Bonus +1, 1 die damage, 10 shots).

Unless you still have a mini-gun, your sole weapon is a rusted sword which does 1 hit of damage. Moses' men did not take your armor from you, so you still have that, plus the metal shield which adds an additional hit point.

However, the guard is totally surprised. Roll 1 die at the end of every turn of combat. On a roll of 1 or 2, she begins to fight back. On a roll of 5 or 6, she runs away screaming. On any other roll, she remains paralyzed.

If you win this battle, turn to 347.

If you lose, Golden Moses recaptures you and has you publicly executed by firing squad. Your adventure is over.

145 You are looking at a yellow cab, something that belongs in a civilized town — not in Houston. Do you:

Fire on it instantly (214)?

Hold off from the trigger long enough to figure out who or what this is (10)?

Ask your partner's advice (305)?

Turn and run (325)?

146 "Tonight is the night," says Peter. "Moses' divers have recovered the third detonator, the one he has been waiting for before launching his attack. I have a way to infiltrate his headquarters so we can steal the detonators." He leads you into a darkened alley. "This way."

Try a Prestige roll at a +2 bonus. If you are successful, turn to 79. Otherwise, turn to 117.

147 “Ahoy, ten-twenty mothers,” you say, trying to remember your best CB jargon. “This is the Quantum Rooster on your front tail. How’s about punching my dance card . . . ”

Before you get more exciting chatter off, a trucker interrupts you. “Freddie, that’s the one! The stolen vehicle! Open fire!”

If Lorena is with you, turn to 129. Otherwise, turn to 399.

148 A panel unfolds from the dashboard, revealing a sophisticated radio set. From its markings, the radio quite obviously broadcasts on military channels.

Return to the paragraph you came to 296 from.

149 It has been a furious duel, but now the Hornet is at truly close range. Suddenly plates in its grill hinge open, exposing a trio of weapons formerly hidden from view — three heavy rockets!

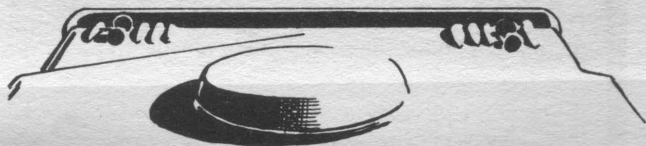
Hidden weapons: 3 heavy rockets mounted to front (Combat Bonus +2 at short range, 3 dice damage each, 2 damage boxes apiece — each rocket may only be used once).

The Hornet immediately fires all 3 of its heavy rockets. If your vehicle is crippled, the victor swiftly closes in — turn to 232.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.

If you and your vehicle survive, turn to 209.



150 With a stoic acceptance of what must be, you cease to struggle against the breathlessness — and slip into another dream.

You are speeding down the highway in a supercharged Mitsui racing car. As you face your gunner, you see instead a black man with a heavy golden chain about his neck. He raises a machine pistol to fire on you, but your fingers stab for the control panel first and find the “eject” button — the gunner and the seat are suddenly gone in an explosive blast of air.

Your targeting computer gives an alarming beep, but as you look at the scope, there are words instead of targets on the radar screen: “Trust the nun.”

And then you wake from the dream. Turn to 162.

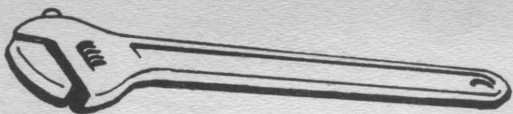
151 “Trinity!” calls out Lorena, rushing toward the biker. You remain hidden while the two women talk. Finally your partner returns.

“She’s going to let us steal her bike, Ace. We’ll tie her up to make it look like she’s innocent, then we’ll get out of here.” The idea sounds great to you. Quickly, the two of you tie Trinity up, then climb onto the cycle.

Turn to 99.

152 The sentries spot you and begin shooting. Any attack now is obviously futile. You flee toward the main compound, dodging bullets all the way. Turn to 32.





153 Cautiously, you come to a stop alongside the lone figure — a nun. Her face seems tremendously familiar but you can't make the connection. You blame your Gold Cross-scrambled clone memories.

The nun acts if she recognizes you. "Ace," she says, "Golden Moses has the word out. Every gang in this city is after you and the \$50,000 in reward money.

"The Fuegos have set up an ambush on this road. You'll have to detour." She outlines an alternate route.

If you take her advice, turn to 240.

If you ignore her advice and drive on, turn to 90.

If you demand some form of proof from her, turn to 319.

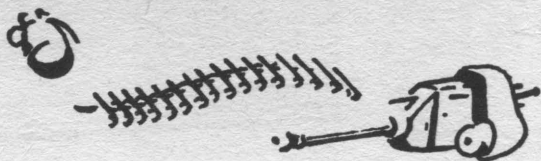
154 You switch off your lights and engine, coasting to a stop in the middle of the street. The droning sound comes still nearer, but you know that only blind luck will lead the pilot to direct his spotlight down on your precise location.

Roll 1 die. If you roll a 6, turn to 320. Otherwise, turn to 301.

155 Cowering in your vehicle is no solution. Your enemies pull you from the wreckage. Turn to 232.

156 "Just shut your mouth," interrupts the CB before you get much of a reply off. "You are the Pest. I am the Exterminator. The glorious might of Moses and nuclear arms will emancipate Texas from the oil despots. Get ready to die!"

Turn to 132.



157 There's a brilliant flash as an armored car-carrier launches a barrage of heavy rockets. Without time to think your instincts take over, and you execute a neck-whipping reverse out of their path. There's a concussive blast as the rockets rip into a cattle truck, sending beef flying into the air.

Return to 399 and try another Control Roll.

158 Your victim falls like a tree, expertly knocked out. However, shouting tells you that the other guard is very much alive.

It's a gunfight. The remaining guard is Gunnery-2, carries a pistol (1 hit of damage, 8 shots), and has 1 extra hit point (thanks to his blend of tiger skins and duellist armor). He will shoot exclusively at your partner, if you have one.

If you win the fight, turn to 61.

If you are knocked out, turn to 31.

159 As you move forward, several of the Slimes fall under your vehicle. Your ride becomes *bumpy*. Turn to 109.

160 The tank will fire 4 shots before you are past the gatehouse. For each shot:

If you try to dodge, turn to 349.

If you ignore the tank, concentrating on firing at the infantry in front of you, turn to 12.

If you decide to fight the tank rather than run for it, turn to 219.

When all 4 shots have been fired, turn to 307.

161 If the driver of the trike is still in the battle, turn to 343. Otherwise, return to 187 and finish the battle.

162 There's a bright light overhead, then a glimpse of a face wearing a white medical mask. You feel yourself being laid in a hospital bed.

"Ace, it was a close call," a man's voice is telling you. "They planted something in the clone tank — it's a miracle you're even alive. Are there any aftereffects? Can you hear me?" You mumble something.

"Great, Ace. They tell me you'll be back on your feet in a day or two, ready for the physical rehab before we send you out again. This time things are tough. Houston is in open rebellion, and the Guard may not be enough.

"Sleep well, and I'll see you when you get out."

The raspy voice is familiar enough — it's Major Steinbeck, chief of Texas Intelligence. But — who are you?

You may do any two of the following, one at a time. When you have finished both of your choices, turn to 85.

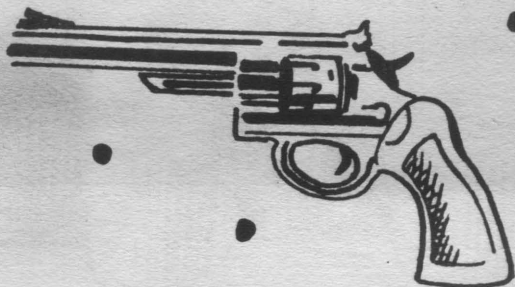
Try to remember your past (172).

Try to remember who you are (192).

Try to figure out how you got here (82).

Concentrate on what you and Texas Intelligence have in common (119).

Go to sleep (203).



163 “Right, then,” says the Cab Man. “Follow me.” He leads you on a winding trail through the dark streets, at last ending before an old fire station. He sounds his horn and the garage doors open.

Within, the old station has electricity and a young medic who seems to know what she’s doing. You discover that the Cab Man has a gang of his own, one he calls “my village.”

He apologizes for not continuing farther with you. “I would if I could, believe you me. The women and the children here . . . they all need me, alive. But anything else I can do, I will. Take my taxi.”

The medic restores up to 2 of your lost hit points.

If you do not have a partner, turn immediately to 234.

If you take the Cab Man up on his offer of the taxi, turn to 115.

Otherwise, turn to 125.

164 You cruise through the plaza, admiring the crumbling remnants of early twentieth-century architecture, then take the left-hand fork.

At the end of the street is an immense pile of garbage — shoes, televisions, rotting groceries, cars. A layer of gravel and sand smooths out the contours of the hill. Tire tracks indicate that the punks use the mountain of rubbish as some form of vehicle proving grounds.

If you wish to challenge this obstacle, turn to 212. Otherwise, you must try a bootlegger reverse to get out of here (277).





165 You speak loudly, to penetrate the roar of the crowd and reach the far corners of the auditorium. "I demand the right to free speech!"

A guard slaps you, hard enough to draw blood. Before he can strike you again, a large black man pulls him away. You recognize the intruder by the light gleaming from his golden chain. "I grant you speaking rights, Ace," Moses says.

You clear your throat, spitting out a loose tooth and taking a step forward. "Moses is right," you admit to the crowd. "I came to take from you and this city the detonators you found in the sea. I confess to that." You have the gangs' attention now.

"But I had the right to do it! People of Houston, nuclear weapons are not for battles between civilized nations. The honorable countries of the world have sworn against their use — do not revive this barbarism. Fight us with blood and bullets and guts . . . not with radiation."

"Enough," says Moses. "On with the trial."

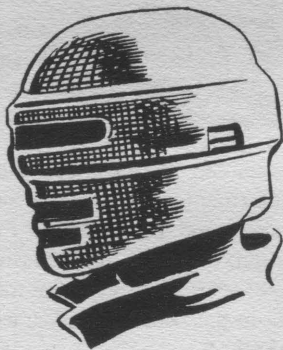
Turn to 281.

166 If the Major is dead, turn to 238. If you or the Major are injured, turn to 257. Otherwise, turn to 269.

167 As a refrigerated cargo truck bears down on you, you cut across its path. The trucker brakes, overcompensates, and his rig jackknifes onto the road — crippling three other trucks as well. Slugs from a recoilless rifle stitch a dotted line in the street near you, but your vehicle escapes harm.

Return to 399 and try another Control Roll.





168 Your weapons cannot elevate high enough to bear on the searchlight itself. A moment's thought leads you to the only conclusion: *You'll have to bring down the entire guard tower.*

Try an Attack Roll. The guard tower is Defense Class 11. If the damage to the tower reaches 15 points, turn to 339. If the tower has not taken 15 hits of damage, turn to 359.

169 The scanner rumbles as it examines this card. Finally, the light blinks red — a secret identity. Letters on the miniature screen spell out the name — Carl Frank, an *assassin* for Texas Intelligence.

Return to the paragraph you came here from.

170 The attacking Slimes force their way into your vehicle, tearing you to shreds. You are dead. Your adventure is over.

171 The Ambulance Driver is Gunnery-2 and wears body armor — good for another 3 hit points. His pistol does 1 hit of damage.

If you win the battle, turn to 37.

If you are knocked out, turn to 31.



172 You remember the spotlessly clean but threadbare apartment you grew up in, alone except for your younger sister and your mother. Father was only the framed photograph, the army uniform, the dusty medal, and the battle cry — “he died so Texas could be free.” Father died fighting in the Secession War, when Texas won its freedom from the U.S.

Next, you see yourself on the dueltrack — not as a spectator, but a driver, and a winning one. The car you drive is a slimmed-down Hornet, one of the top stable of duel-cars on Team Mitsui. You are an autoduellist — that’s why the Major calls you “Ace.”

Return to 162.

173 You avoid slamming into the yellow cab. Turn to 145.

174 Your newly retrained body lets you down. Your last thought, as the pachyderm crushes your defenseless body, is satisfaction that you’ve died fighting for the glory of Texas. Your adventure is over.

175 An alert gunner on a chemical tank-truck stitches your armorplast with machine-gun fire. You feel and hear the bullets hit home against your vehicle.

Your vehicle takes 1 die of damage. Also roll once on the Special Damage Table to determine the extra damage done by the enemy marksman.

If your vehicle is crippled, turn to 315.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.

Otherwise, return to 399 and try another Control Roll.

176 The woman falls in a heap at your feet. You carry her body back to the archway, then check out the bike. Turn to 99.

177 It's a tense drive as you feel your way east toward safety. The CB radio has not been silent — Moses has blanketed the city with a description of your stolen vehicle. "That's trouble," says your partner. "Now we'll *never* make it."

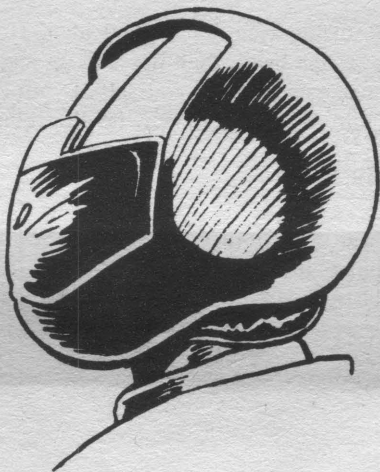
You are about to make a cheerful reply, when you are interrupted by a rumbling coming from somewhere ahead. As you near a bend in the road, powerful headlights temporarily blind you. It's a convoy of 18-wheelers heading your direction, and in Houston these drivers aren't likely to be pacifists . . .

Would you rather:

Hail them on the CB (147)?

Try to avoid them (112)?

Drive right through them (399)?



178 Eventually you find yourself in an office that seems familiar, on the other side of a desk you know you've seen before, facing a man you recognize as mentor and friend — "Rock Jaw" Steinbeck, director of Texas Intelligence.

"Be seated," the Major says gruffly. "The doctors have kept me apprized of your condition. I'm aware that, in your current incarnation, your physical powers are not what they formerly were. Nor are your memories intact. Nevertheless, your special nature and abilities make you the best person for the assignment ahead."

If you know who you are, turn to 53. Otherwise, turn to 22.

179 The ruined city is busy tonight. You detour twice to avoid gang ambushes and find yourself on a lonely road, crossing a marshy flatland. Bits of charred wood and cement project from the reeds — this was once a housing development.

180 Refusing was not a good idea. He clubs you over the head, then ties you up and leaves. By the time you wake up and free yourself of your bonds, there is no sign of him. You wonder why he didn't turn you over to Moses.

Turn to 348.

181 You dive from your vehicle. Seconds later, it bursts into violent goutts of flame. It was rigged with a self-destruct circuit! Hostile gang members close in on you.

Turn to 232.



182 Death is no escape — another of your clones is swiftly activated. Unfortunately, *all* of your clones are sabotaged. Your memory gets no better.

As a top agent, you have 3 clones (total) available. Each clone has the same scores as your original character when you created him or her. You only have Money equal to the amount left unspent by the last clone. If you are broke, Texas Intelligence will provide you with \$500 worth of equipment.

Remember that, as a new clone, you have no knowledge of what happened on the last clone's adventure.

When all the clones are dead, your adventure is truly over. Until then, you may turn to 162.

183 "They call me the Cab Man," says the old man, pulling his cab alongside. "These streets are mine, and they've been mine since before the hard times came.

"I also know things, youngster. I know that Golden Moses and his gangs are on your tail, and any enemy of old Moses is a friend of mine. Let me tell you how I can help you."

The taxi driver offers all kinds of help — gadgets, medical care, even his cab.

Would you like to take the Cab Man's taxi (115)?

Would you like to go to his base for medical help (163)?

Would you like only the immediate help he can provide (125)?

If you want nothing to do with the Cab Man, turn to 84.

184 Your ID tester confirms that this is a double-coded identity card. It displays the cover identity, then the real identity: Kiki Chan, field agent for Texas Intelligence. *You've just killed your partner.*

Mark off 1 point of Prestige, and turn to 348.

185 You try to make contact on the CB, but the only response you get is “*No hablo ingles, turkey.*” — and laughter.

The Fuego vehicles get first shot. Turn to 220.

186 Traveling at high speeds, your vehicle is catapulted by multiple detonations as you plunge into a minefield.

Your vehicle takes 1 die of damage.

If your vehicle is crippled, you are at the duellist’s mercy — turn to 232.

If you are knocked out, turn to 31.

If you are dead, your adventure is over.

If you survive, try a Control Roll. If you make it, turn to 8. If you fail, turn to 310.

187 You open fire, hoping to take the guards by surprise.

The gatehouse sentry is Gunnery-2, and has light body armor (good for 2 extra hits). He carries a machine pistol that does 2 points of damage to people.

The driver of the trike is Gunnery-4. He has regular body armor (good for 3 extra hits), and his weapon is a knife. If his knife hits, roll 1 die — on an even roll, it does 1 hit of damage; if the roll is odd, it does no damage.

Neither the sentry nor the duellist may fire on the first turn — you have taken them by surprise.

If the duellist is hit, immediately turn to 302.

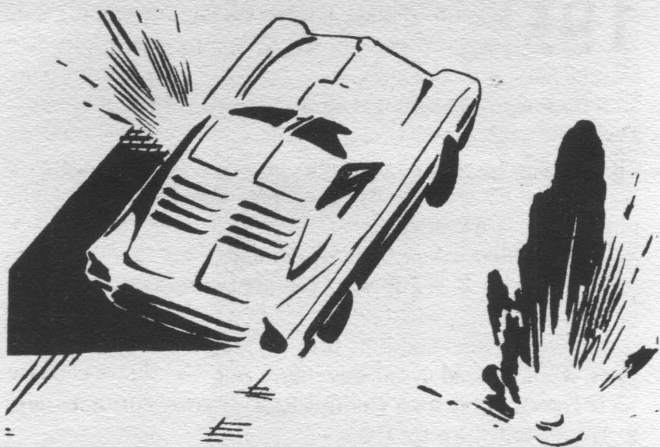
If you are knocked out, turn to 31.

If you are killed, your adventure is over.

If you win, turn to 92.

If 3 turns pass and the battle isn’t over, turn to 161.





188 The sound of automatic-weapon fire in the distance catches your attention. The night is suddenly torn with explosions. You grimly realize what this means — the gangs have launched a full-scale attack on the Guard station, timed to keep the Guard too busy to help you.

Return to 251 and choose a new option.

189 You recognize this device — it's a self-destruct mechanism. You'll have only one chance to disarm it. There isn't even time to pray.

Try a Mechanic Roll at a +2 bonus. If you are in combat, you are unable to fire a weapon this turn — disarming the device takes all of your attention. Your partner can still fire, however.

If you make your roll, turn to 198. If you fail, turn to 131.

190 "Um, I think you have a case of mistaken identity. . . ." you try.

"Let's slime 'em, girls," comes the reply.

Turn to 252.

191 Legends in espionage are being made tonight as you comb the ruins, searching for the lead to Moses' lair. At last, you locate the place — a former bank building, now surrounded with barbed wire and guards. The next problem is to get inside and locate the security station, where you can tap into Moses' own surveillance system.

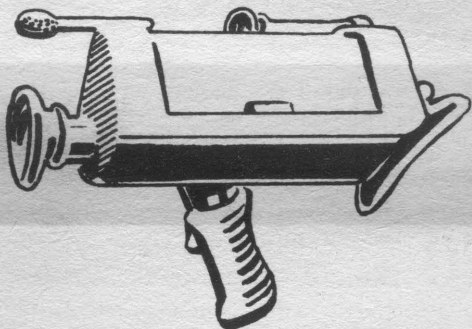
Try a Prestige Roll at a +1 bonus. If you make it, you have penetrated the compound and are in the security room — turn to 353. If you fail, you've fallen into enemy hands — turn to 232.

192 The Major called you "Ace" — that's because you drive duel-cars in the arena professionally — but your real name is . . .

Sugars! No, that's not your name — but the name rings a bell. Or rather, it wrings your heart with some deep-felt emotion. Once there was one whom you shared your life with — your companion, your partner, your best friend, your life-mate.

Then, one day, an assassin's shot. Car spinning out of control. Your body flung free from the wreckage, while your partner was trapped behind. And as the black man laughed, you vowed never to let Golden Moses rest.

You want your vengeance. Return to 162.



193 As you run for the fence, an object looms out of the darkness, then several more. You've blundered onto a parking area. There are lots of vehicles, all big . . . all trucks!

You clamber into a massive Gargantuan sleeper cabover. The markings identify it as one of Golden Moses' fleet. The driver must have parked it here for the night. No trailer is attached.

A truck will make a most interesting escape vehicle. The Gargantuan is lumbering and only moderately armed, but it can absorb damage all day long. What a great vehicle for the escape!

GARGANTUAN

Sleeper cabover, 126 hit points. Handling Class 0; Defense Class 9.

Weapons: 2 linked vulcan machine guns in turret (Combat Bonus +1, 2 dice damage each, 3 damage boxes each, 20 shots each).

2 linked machine guns to front (1 die damage each, 3 damage boxes each, 20 shots each).

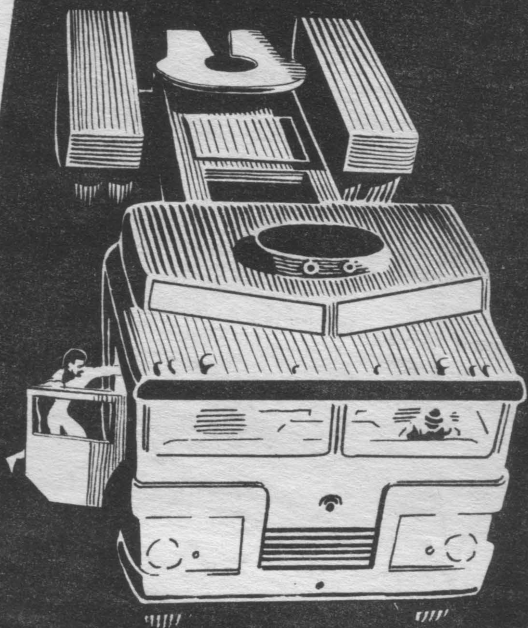
Gadgets: Wheelguards on all 10 tires — see the appendix for special rules.

You start the truck. In the meantime, the gunfire is dying away. The guards haven't found you.

Turn to 225.

194 You didn't get enough physical retraining in before you left the lazarus. You stumble as you leap for the taxi, and the trail of bullets intercepts your shoulder. It *hurts*.

You lose 1 hit point. If you are conscious, turn to 94. If you are knocked out, turn to 31.



195 A select listing of top weaponry is available from Texas Intelligence. Handguns will be most convenient to you — rifles and shotguns can be cumbersome when infiltrating a hostile city.

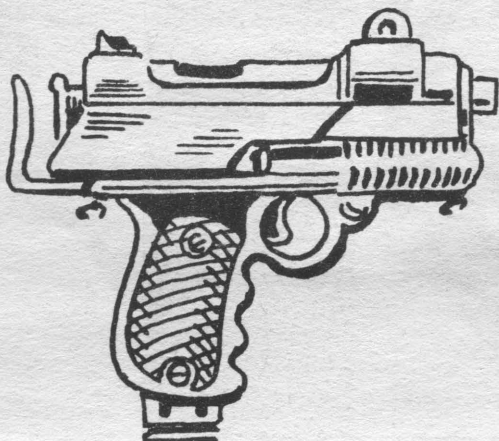
Mini-gun. This small, all-plastic gun does 1 hit of damage. Its advantage is that it can be hidden. If you are captured, roll 1 die — on an even roll, you keep your mini-gun. 8 shots. \$450

Service pistol. Does 1 hit of damage. 8 shots. \$250

Heavy pistol. When you score a hit with this weapon, roll 1 die — on a 4-6, it does 2 hits damage; otherwise, it does only 1 hit damage. 8 shots. \$100

Sawed-off shotgun. This miniaturized shotgun may be fired once per battle — it cannot be reloaded in combat. It does 2 hits of damage. 1 shot. \$300

Select which items most interest you, and pay for them by subtracting the amount from your Money on your record sheet. When you are done, return to 368 — and don't forget to buy ammunition.



196 Suddenly, Lorena pushes you into open ground, striking at you with the blunt end of her knife. Sirens sound. A searchlight shines down on you. Guards surround you, tying your arms securely behind you. Your partner laughs.

The guards try to separate you from Lorena, but she won't let them. "This fish is *my* prisoner, and I'll gore anyone who comes between us," she says, feinting with her knife. The guards decide not to interfere.

Lorena marches you into the compound. Once out of sight of the gate, she cuts your bonds. You rub your wrists, saying, "That wasn't funny."

"I had to get you inside, didn't I?" she replies, with a crooked smile. "Our next goal is the security room, where someone is expecting me. I'll make sure he's quite comfortable" — she winks — "and then I'll turn out his lights and let you in."

"Hardly sporting," you chide.

Her eyes flash. "This is a shark-eat-shark world, Ace."

True to her word, Lorena leads you to a door marked "Security." She leaves you in the hallway. In a few moments the door opens again, and she leads you inside. Television monitors line the wall. A guard lies trussed in the corner.

Turn to 353.

197 Normally, small-arms fire is inconsequential to a vehicle. In this case, *unfortunately for you*, one of the nun's friends has just scored a hit on your vehicle with a light anti-tank weapon.

Your vehicle takes 2 dice of damage.

If your vehicle is crippled, you are at the mercy of a hostile gang — turn to 232.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.

Otherwise, turn to 90.

198 The beeping stops, and the timer display clears. You heave a sigh of relief. Return to the paragraph you came to 296 from.

199 “No, sir,” you reply. Major Steinbeck motions, and a crew of mechanics rush in to work on your vehicle.

“You’re going back, Ace,” says the Major. “There’s only one person for this job, and that’s you. The safety of Lady Texas and her liberties is at stake. Golden Moses and the nuclear warheads are too dangerous. . . .”

You are rushed to a Guard chopper, where they strap you into a passenger seat. Medics inject you with healing medications. You are numb at the prospect of returning to Houston. You thought your adventure was over? Hardly — you still have a nation to save. The helicopter lifts off.

Your lost hit points have been restored. If you have a partner, the chopper drops both of you near Moses’ base — turn to 55. Otherwise, you rendezvous with a new partner — turn to 127. Good luck.

200 You daringly dodge between two trucks, and emerge safely. The convoy mills about in confusion. Rocket shells streak toward you but miss. Return to 399 and try another Control Roll.

201 Your vehicle rumbles onto the fringes of the hill, digs in with its tires, soars toward the summit . . . then loses traction, falls on its side, and rolls crushingly back down the garbage heap. Your vehicle is a wreck, and the Psycho-Delics are moving in.

You take 1 hit in damage. If you are knocked out, turn to 31. Otherwise, turn to 315.



202 The stranger lies unmoving at your feet. He was a tough foe. Searching him, you find very few personal effects: the long-barreled pistol and extra bullets (you may take them if you wish), a bulletproof vest (no longer bulletproof, unfortunately), and an ID card (#991-G6-0039). Turn to 348.

203 Upset as you are, sleep eludes you. Return to 162. (This counts as one of your two choices.)

204 No vehicle can win every fight. Yours comes to a grinding halt, filled with holes, next to what once was the plate-glass front expanse of a popular grocery store. Your adventure is over.

Or is it? From the roof of the store, a rope ladder tumbles down.

Do you scramble for the rope (244) or sit here to meet your fate (155)?

205 Quickly, you search Peter's body. You find an ID card in his wallet (#423-B7-1143), his pistol — you may keep it, if you like — and nothing else. He carried surprisingly little on him. Turn to 62.

206 You streak toward the Bay Town Station. There is a mob of torch-bearing thugs running away from the border post into the marsh, chased by tracer bullets from the concrete bunkers. It looks like the Texas Guard has just beaten back an attack from Moses' men. Now you realize why the Guard didn't come to your aid in that last fight.

An assault copter covers you as you cross the final stretch and pull into the bunkered garage. To your surprise, the uniformed man who runs to greet you is familiar. It's your boss, Major Steinbeck.

"Do you have the detonators, Ace?" he asks.

If you do, turn to 138. If you don't, turn to 199.

207 The jump port of a zeppelin is nothing more than a large door opening onto the sky. Tonight that sky is an ebony black studded with clear, twinkling stars. For that reason, the *Rose* has blacked out its navigation lights — to the gangs below, the zeppelin is only a shadow in the darkness.

The captain himself aids you in strapping on the black, technologically-sophisticated hang glider. He fastens the radio beacon to your chest, and connects its cords to the receptacles in the glider. "The signal from your partner will guide you down," he advises. "On landing, be careful of projecting objects. One twisted light pole could be your undoing. Godspeed."

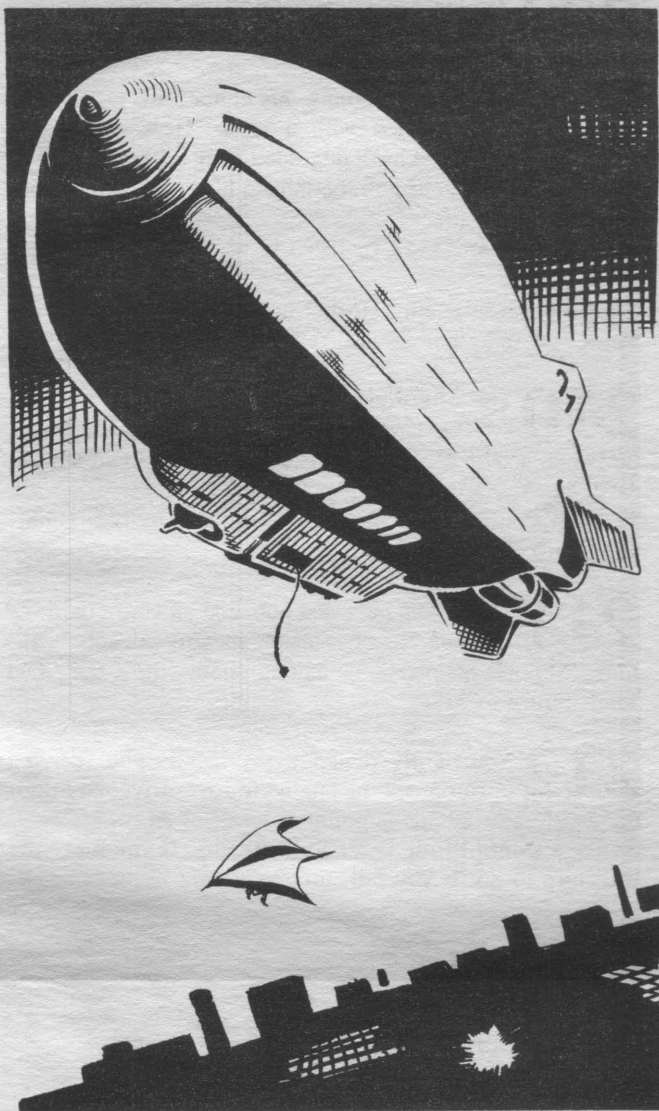
Then you take the step into infinity . . .

You spiral downward through the air, the wings of your hang glider buffeted wildly by the wind. You have eyes only for the electronic beacon on your chest, faithfully homing in on the signal somewhere below — right a little, now to the left, back to the right.

As you swoop lower, the city of Houston is revealed in all its night splendor. Scattered bonfires blaze amid the rubble of buildings. Streets show as darker lines against the gray, often twisted or obliterated by fallen buildings and impromptu gang barricades. Downtown Houston, far to your right, is a forest of towering, twisted skyscrapers.

Your signal leads you to eastern Houston, in the old industrial and shipyard section. A field comes into view, and you attempt a landing.

Try a Control Roll. Your hang glider's Handling Class is 2. If you succeed, turn to 272. If you fail, turn to 259.



208 As you bring your gun to bear, you see your “partner” in the torch he has just lit — he’s a *Slime!*

His teeth are filed to points, his clothes are ragged and rancid, and he’s armed with a spear. He’s a Slime, a member of one of the most degraded gang societies in all of Houston! Seeing your gun, he falls to his knees before you, begging for his life.

Do you shoot (381), or listen to what he says (371)?

209 The enemy Hornet now attempts to flee. You may pursue (142), or let it go (400).

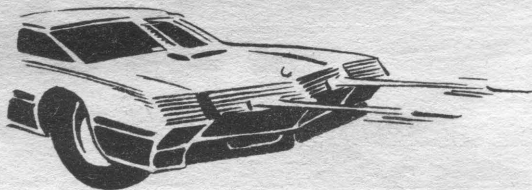
210 The Houston streets are precarious. As you swerve past a lumber truck, your maneuver turns into a *skid* . . . the road is disintegrating! Old landfill caves in. You are now riding a landslide.

Try a Control Roll. If you make it, turn to 322. Otherwise, turn to 393.

211 Something he’s said puts you on your guard. *Of course!* No one inside the organization calls him “Major” Steinbeck — among agents, he’s the “Old Man”! Turn to 317.

212 You tightly rebuckle yourself in your driving position, set the engine for overdrive, and floor the accelerator — this is going to take *power*.

Try a Control Roll, at -1 for difficulty. If you make the roll, turn to 86. If you fail, turn to 201.





213 According to your map, you are within a mile of the border post at Bay Town. The Texas Guard keeps the station there at an almost wartime readiness. Likewise, the Houston gangs keep their side militarized.

If you have a military-band radio and wish to use it at this time to signal the border post, turn to 285. Otherwise, turn to 332.

214 You open fire with every weapon in your arsenal. The well-armored cab beats a hasty retreat. Do you pursue (274) or let it go (400)?

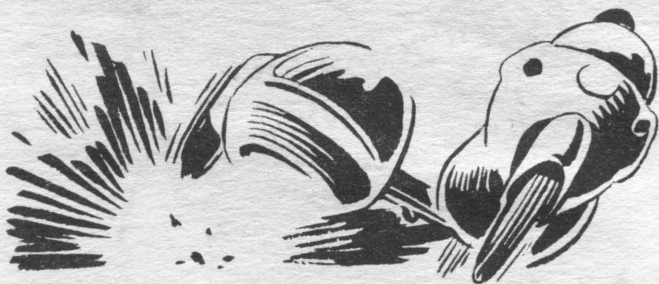
215 Suddenly, powerful rocket engines lift your vehicle into the air. There are jet-assisted take-off or JATO units — jets! — built into your vehicle's chassis!

If this button is pushed during combat, your vehicle sails six feet into the air. For the next turn, any firing you do is at a -2 penalty, but your Defense Class is increased by 2.

If this button is pushed while trying to climb a hill or make a jump, your Control Roll is at a +2 bonus.

Each time you fire the JATO units, roll 1 die. If the roll is odd, the fuel is used up — you may not fire your JATOs again. On an even roll, your JATOs are still fueled up and can be used again.

Return to the paragraph you came to 296 from.



216 Your cycle abruptly skids and you lose control. The road has been coated with a thick layer of river weeds, mud, and something oily.

All around you, the “deserted” sector of town comes alive. From every doorway, every rooftop, even rising out of the manholes in the street, crawl the worst nightmare figures you’ve ever seen — Slimes!

The primitive gang members wear skull makeup and have teeth filed to sharp points. Their eyes stare glassily as they come toward you, stiffly reaching out with machetes and small-calibre pistols. As you slide into them, they grab at you.

Turn to 7.

217 Until now, you haven’t noticed how badly wounded this man is. Even a single hit of damage takes him down. He’s out of the fight. Obviously, the Major’s aide shot him.

Return to 5.

218 The testing unit hums as it evaluates this card. Finally, the light blinks red — a secret identity. Letters on the miniature screen spell out the name — Lorena Chavez, undercover agent for Texas Intelligence. *This person must be your partner.*

Return to the paragraph you came here from.

219 This opponent has to be the strangest contraption you've ever been up against. The gangs have taken a school bus, loaded it up with plates of metal armor until the chassis is about ready to give way, then tacked a tank gun on top of the vehicle in a limited-traverse, open-topped mount.

Judging from the whoops coming from the tank, its crew is eager to begin fighting. You wish you were.

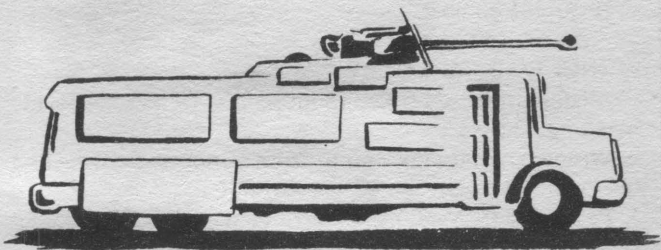
THE TANK

School bus, 80 hit points. Handling Class 0; Defense Class 8.

Weapons: Tank gun to front (6 dice damage, 10 damage boxes, 10 shots).

Power plant: Regular truck (20 damage boxes).

The driver is Driving-2. The gunners are both Gunnery-2; if one is killed, the other will continue to operate the gun. Driver and gunners have 3 hit points apiece.



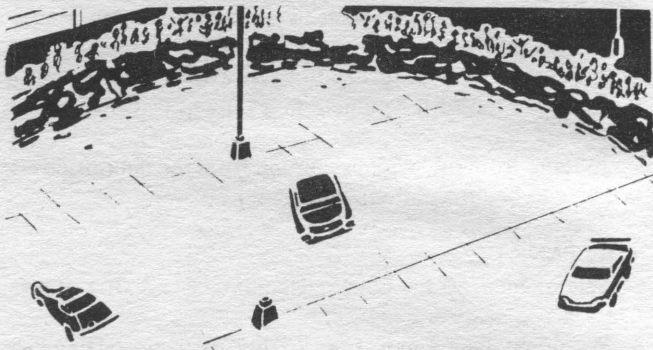
The first time a single attack from the tank does more than 20 points of damage, turn to 261.

If you win the battle, turn to 329.

If your vehicle is crippled, you are at the mercy of the gang — turn to 232.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.



220 Two of the enemy vehicles look pretty combat-worn. The third gleams with a brand-new cherry-red paint job. A chrome longhorn adorns the hood, a spoiler and airdam give it a sporty look, and miniature Mexican flags fly above the fenders. You feel like you've just stepped into a bullfight.

Begin the combat.

VEHICLE #1 (THE WHIP)

Medium reversed trike, 15 hit points. Defense class 11; Handling Class 3.

Weapons: Anti-tank gun to front (Combat Bonus -1, 3 dice damage, 5 damage boxes, 10 shots).

Power plant: Medium cycle (3 damage boxes).

The driver is Driving-1, Gunnery-2. She has 7 extra hit points for armor plates surrounding her driving position.

VEHICLE #2 (SPITFIRE)

Subcompact, 20 hit points. Defense Class 9; Handling Class 1.

Weapons: Rocket launcher to front (Combat Bonus -1, 2 dice damage, 2 damage boxes, 10 shots).

Power plant: Small (5 damage boxes).

The driver is Driving-1, Gunnery-3. He has patched body armor good for 1 hit point.

VEHICLE #3 (EL TORO)

Compact, 30 hit points. Defense Class 10; Handling Class 2.

Weapons: Recoilless rifle to front (2 dice damage, 4 damage boxes, 10 shots).

Power plant: Medium (8 damage boxes).

Gadgets: Spoiler and airdam for high-speed maneuvering — see the appendix for special rules.

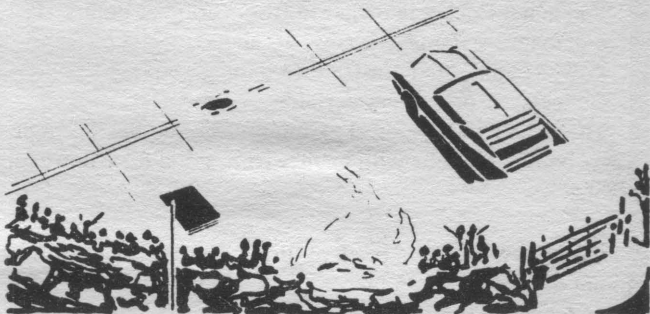
The driver is Driving-3, Gunnery-1. He has body armor good for 3 extra hit points.

If you win, return to 400.

If your vehicle is crippled, the Fuegos close in — turn to 232.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.



221 You grab the microphone, swiftly going over in your mind the ways you might approach this unknown voice. You might:

Agree to meet him (9).

Agree to meet him, but callously attempt to kill him as he gets out of his car (40).

Tell the stranger to "get lost" (395).

Ask the stranger for more information (282).

222 The only apparent path to escape is a ladder leading upward, bolted to the auditorium wall. You climb like mad, pop through a hatchway at the top, and find yourself on the auditorium's roof. In front of you is a helicopter warming up for takeoff, and a very startled member of Moses' private guard.

You may attack her (144), or try something desperate (291).

223 Your targeting computer picks out an approaching reinforcement: A trike with Knights markings. You see it on your visual scanners as it comes into combat — a tiny green trike with a large rear aerial.

THE CANNON

Reversed light trike, 30 hit points. Defense Class 9; Handling Class 3.

Weapons: Rocket launcher to front (Combat Bonus -1, 2 dice damage, 2 damage boxes, 10 shots).

Power plant: Medium trike (3 damage boxes).

Gadgets: A prominent aerial.

The driver is Driving-1, Gunnery-1. She has on high-stress collision armor with leather trim, good for 6 extra hit points.

From now on, keep track of turns. The cycle stats can be found at paragraph 252.

If the trike is eliminated, turn to 113.

If the remaining cycles are eliminated, turn to 303.

If your vehicle is crippled, turn to 315.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.

If the battle continues beyond 5 turns of combat, turn to 303.



224 “Don’t fire,” warns Carl. “This might be the one called the Cab Man, one of the few truly independent operators left in Houston. The man drives his cab, and the gangs leave him alone. If this is him, he might be worth talking to . . . if he doesn’t kill us first.”

Turn to 94 and choose another option.

225 You check out your vehicle for surprises, and notice what seems to be a recent addition on the driving console. “What is it?” asks your partner.

“Beats me,” you reply. The button is marked only with a serial number — W296.

(Record the serial number on your record sheet. The first time you push this mysterious button — if you ever do — turn to the paragraph matching the serial number.)

Meanwhile, the CB radio of your new vehicle reveals general confusion among Moses’ men. There are even reports of the Texas Guard attacking the base! You see an officer run to the perimeter fence, organize the guards, and troop them back to the main building on the run.

“Now’s our chance,” you say. You gun your vehicle toward freedom, laying down a spray of fire to keep the few remaining guards low. (If you are using the optional ammunition rules, mark off 1 shot from the weapon of your choice.) The guards hesitate, confused by the gang markings on your vehicle . . . and you escape from the base.

“Where to now?” asks your partner.

“There’s only one choice,” you explain, racing down a night-darkened thoroughfare. “We’ve got to make it to a border station and turn the detonators over to the Texas Guard. The nearest Guard station is Bay Town. That’s only three miles.”

“Three miles of mean streets,” says your partner, “with every gang and bounty hunter in Houston on our tail.”

“The Old Man never said this mission would be easy,” you reply.

Turn to 400.



226 The Slimes succeed in rolling your vehicle onto its top. It is only a matter of time until they batter their way inside. Unfortunately for you, the Slimes have already forgotten their instructions from Moses. Giving in to their primal desires, they eat you instead. You have been devoured.

Your adventure is over.

227 Peter goes for his gun. It's another fight. You may refer back to paragraph 6 for Peter's information, if you need to.

If you win, turn to 330. If you lose this fight, turn to 31.

228 This opponent is tough and fresh. He has 3 hit points and no armor. Subtract the damage done from his hit points, and return to 5.

229 You accelerate, hurtling toward the line of armed men at the gatehouse. A single searchlight on the guard tower illumines the midnight scene. The tank revs its engine, trying to drag itself into your path, and swings its gun barrel slowly toward you. Do you:

Turn to fight it (219)?

Weave to avoid being hit (236)?

Weave while accelerating to your maximum speed (160)?

230 According to the best maps you have, the only route through this part of town takes you into this neighborhood.

“Psycho-Delic territory,” comments your partner. “A violent, sadistic gang of punkers. Allies of Golden Moses. They’ll be after us.”

As you enter Psycho-Delic territory, bonfires come to life on the rooftops. Drums pound. Sentries appear, leaping from building top to building top carrying their messages. You change streets, then change again — but this territory is full of Psycho-Delics.

With a resounding clang, a metal-barred barrier crashes to the pavement behind you. There’s no going back. Ahead is an old-style plaza, with roads leading off in four directions. Do you:

Keep going straight (250)?

Take the right-hand turn (58)?

Take the left-hand turn (164)?

Stay right where you are (69)?

Try a conversation on the CB (243)?

231 “Calling the Ace. Calling the assassin sent by the oil barons of the Texas aristocracy. Over.” You think about shutting off the CB. It never brings any good news.

If you reply, turn to 156. Otherwise, turn to 239.

232 Your luck’s run out. Hostile gang members seize and drag you away, beating you cruelly about the neck and face. You lose consciousness . . .

Turn to 31.

233 You rush the biker, raising your pistol for a knockout punch at the base of the skull.

Try a Prestige Roll, at +1 bonus since she is surprised. If you are successful, turn to 176. Otherwise, your plan fails — turn to 42.

234 *If you have already met both Carl and Lorena, immediately turn to 163 and choose an option.*

"I'll go with you," volunteers a member of the Cab Man's gang. The old taxi driver smiles proudly.

If you have already met Lorena, turn to 284.

Otherwise, turn to 34.



235 *Try a Control Roll at -2 difficulty — it'll be tough to escape from the Knights' fast cycles. If you make it, turn to 400. If you fail, turn to 252.*

236 *The tank will fire 6 shots before you can escape. For each shot:*

If you try to dodge, turn to 349.

If you ignore the tank, concentrating on firing at the infantry in front of you, turn to 12.

If you ignore the tank, firing instead at the spotlight to knock it out, turn to 168.

If you decide to stop running and fight the tank, turn to 219.

When all 6 shots have been fired, turn to 307.

237 You're in an uneven battle against a superior foe. Ground vehicles which have downed a chopper are pretty rare. You've certainly never shot one down before. Things look bleak.

GRASSHOPPER

Grasshopper, 60 hit points. Defense Class 10; Handling Class 1.

Weapons: 6 heavy rockets to front (Combat Bonus -2, 3 dice damage each, 2 damage boxes apiece — each may only be fired once).

Power plant: Small helicopter (10 damage boxes).

The pilot is Driving-1, Gunnery-2. His co-pilot is Gunnery-4.

Special: Both vehicles are maneuvering wildly in this combat. If either vehicle fails a Control Roll following a Special Damage Table result, that vehicle has crashed into a ruined building. If this happens to the grasshopper, it is crippled — turn immediately to 121. If this happens to you, your vehicle takes an additional 2 dice damage.

The grasshopper swoops low toward you, firing its rockets in barrages of two. Only your forward weapons can bear on your enemy as it dives toward you.

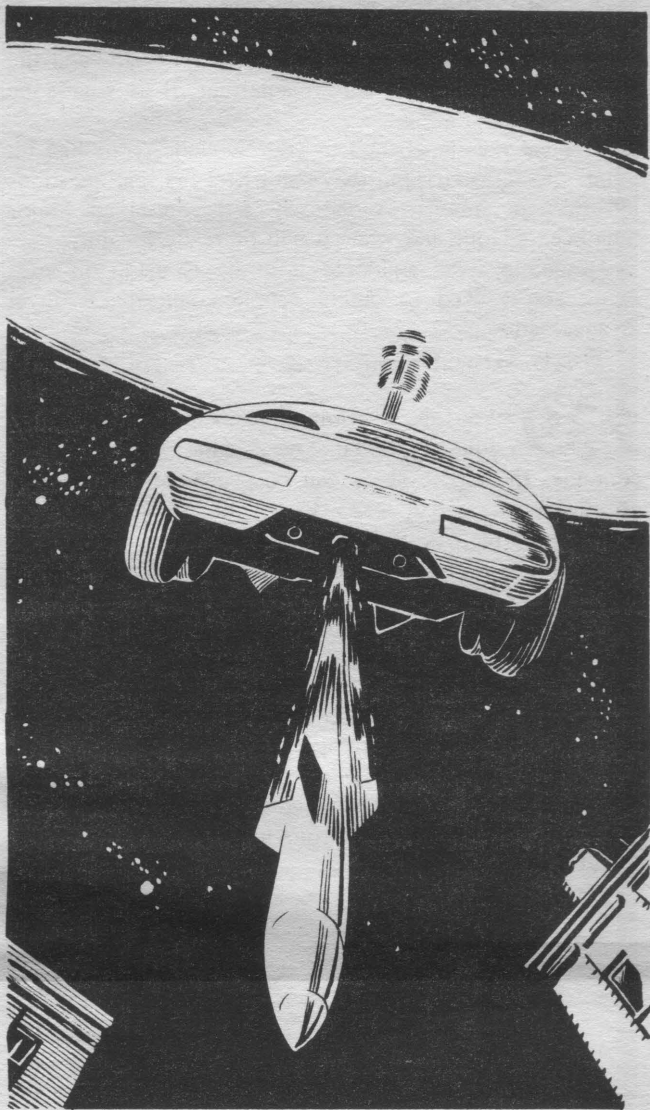
If you win the battle, turn to 121.

If the grasshopper runs out of heavy rockets, turn to 139.

If your vehicle is crippled, turn to 315.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.



238 With the Major dead, there is no one left at Texas Intelligence who knows anything about your mission. What about Houston, the *Christi*, and the nuclear warheads? Do you have a partner? If so, what's the recognition code?

Medical personnel tend to your wounds (your lost hit points are restored), but they can't heal the real questions left in your mind. No one will tell you about Major Steinbeck's clone and when it will be ready for duty.

Desperate, you decide to infiltrate Houston on your own. You'll need to obtain supplies and make travel arrangements.

Turn to 341.

239 "You are a criminal element from an over-civilized world that needs what we can give it," continues the CB. "There can be peace through nuclear arms. We can civilize Texas. Renegade, are you willing to surrender to me peacefully?"

If you are, turn to 300. If not, turn to 132.

240 You thank her for the warning. She embraces you. The friendly hug stirs your damaged brain cells. *Now* you remember — she's Sister Micah Kelley, the famous "Armadillo Sister" and one of your most faithful contacts. It was she who tipped you off concerning Moses and the artifacts from the sunken submarine. Her code identity is "Miss Prissy." You drive off, knowing that once again she's probably saved your life. It's nice to have a friend like Sister Micah.

Return to 400.





241 “My name is Kiki Chan,” the man says, holding out his hand. “Undercover operative, Texan Intelligence. We’re partners, whether you like it or not.” He takes a dead rat from his hip pocket, and begins chewing on it. “Want any?”

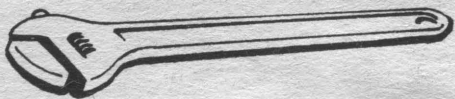
You wonder just who the Major is recruiting these days.

“Golden Moses has a megabunch of Slimes slaving in his headquarters,” explains Kiki, gulping his food down. “This cover identity let me set things up for us tonight — those detonators are ours, dirtwad!”

Kiki is your partner for the rest of this adventure. He is Gunnery-2, Driving-3, and carries a spear. He wears no armor. You may provide him with other equipment, if you like.

Whenever Kiki makes a successful attack with his spear, roll 1 die. If the roll is even, the weapon does 1 hit of damage. If the roll is odd, it does no damage to its target.

Turn to 55.



242 “People of Houston!” shouts the gang-king. “I am here!” The crowd screams its delight. “I am your redeemer! We will march, and we will not stop marching, until freedom is ours!”

Golden Moses motions toward you. “This infidel was caught attempting to steal — not from me, but from *us*, the united-in-purpose gangs of this city — our nuclear detonators.” The crowd throws more garbage. A dagger bounces off the floor, landing inches from your left leg.

“This one — known as ‘Ace’ — is my sworn enemy.” The crowd growls. Moses smiles like a hungry tiger. “But here in Houston, the city ruled by the *people* and not the oil corporations, we have justice. We do not choose to summarily execute this enemy. We do not choose to kill, or torture.”

He pauses, letting the tension in his audience build. “We choose . . . do you hear me, brothers? We choose trial — by *gladiatorial combat!*”

The approval from the massed gang members is thunderous. You feel considerably less thrilled. You may:

Ask Moses if you may make a statement to the crowd (165).

Let the guards arm you for gladiatorial combat (281).

Dive for the dagger (or produce your mini-gun, if you still have one) and attack the guards (265).

243 “Hello, hello, this is the Quantum Rooster . . .” you begin.

Falsetto giggles come over the airwaves. “Cock-a-doodle-do! Come out and play, little rooster. Cock-a-doodle-die!” The conversation does not seem enlightening.

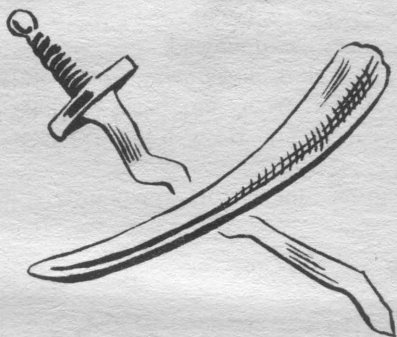
Return to 230 and choose another option.

244 You dive from your wrecked vehicle and climb the fragile rope ladder as if your life depends on it. As you do so, you see the yellow glow of tracer bullets streaking toward you.

Try a roll against your Gunnery score, using 1 die. If you roll less than or equal to your score, turn to 264. If you roll higher, turn to 294.

245 Lorena spots the cycles as they converge on you from behind and ahead. "Knights of the West," she says. "I know them. May I?" She reaches for the CB mike.

If you let her use the CB, turn to 83. Otherwise, turn to 28.



246 It's over. Bodies of the slain litter the street, many of them still reaching out for you with their dead fingers. You wonder if you'll ever be able to sleep again without dreaming of this nightmare. Shaking slightly, you drive off.

Return to 400.

247 You fidget in your chair, and finally speak. "But, Major . . . *who* is my enemy?"

Major Steinbeck stares at you. "You really have lost your memory . . . " He digs into a drawer, and comes out with a black-and-white photograph of a powerful black man in primitive African dress, with a massive golden chain about his neck.

"Golden Moses," explains the Major. "You have sworn to have your vengeance on him. Though if you no longer remember . . . perhaps you'll have peace."

Turn to 377.

248 You pull your weapon, and push the muzzle under the clerk's nose. Other clerks in the office look on with interest, but no one moves.

"Little man," you say threateningly, "tell me all about these marks."

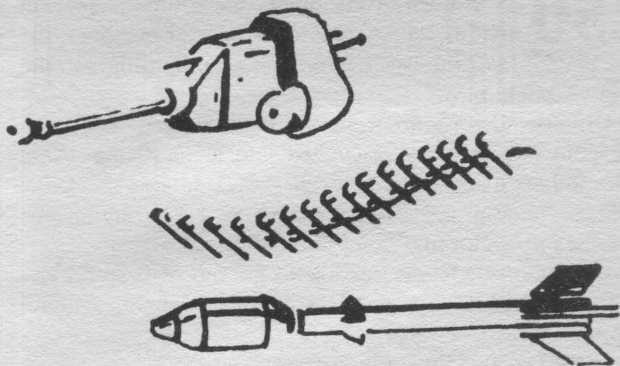
Sweat breaks out on his brow. "I . . . I . . . "

"Tell me now," you demand.

Suddenly, the clerk dives away from you, going for a concealed weapon. Your gun barks. Crimson drops of blood shower the room. He won't be answering any more questions.

It's time to read the Major's travel orders. Turn to 104.





249 These ammunition types may be used in most guns. Bullets come in “magazines” of 8 shots each. The exceptions are shotgun loads, which may only be used in shotguns and are purchased individually.

Regular. \$15/magazine

Magnum. Does an extra point of damage, but reduces accuracy — subtract 1 when making your Attack Roll while using a weapon with this ammunition. On any Attack Roll of 2 or 3, magnum ammunition will jam the gun. A jammed gun can only be fixed by a successful Mechanic roll — and if you try the roll during combat, your enemies get a free shot at you. \$30/magazine

Anti-vehicular. The only way to damage a vehicle with most hand weapons is to load the gun with this ammunition. Handguns with AV bullets do half-damage (round down) to vehicles, and normal damage to people. Not available for the machine pistol. \$225/magazine

Shotgun loads. \$5/each

Select which items most interest you, and pay for them by subtracting the amount from your Money on your record sheet. When you are done, return to 368.

250 As you cross the plaza, the drums change in rhythm. A snappy tom-tom speaks over the bass pounding of the first drum, as if sending orders to the gang. A bugle blows.

Abruptly, the rooftops are lined with gang members. The punks seem to be organized into teams, some using ropes, others using simple muscle power. In a moment, the night is raining masonry. The punks are bringing the buildings down around you. You may:

Attempt a bootlegger reverse to get out of here (277).

Try to thread your way through the rubble, without stopping (118).

Accelerate full-tilt through the rubble (267).

251 Your targeting computer remains oddly quiet as you close on the small square building that is Moses' border checkpoint. To the right is a guard tower, its spotlight playing away from you into the field; to the left is an old barn. The road leads past the checkpoint, across the marsh, to the Guard post a half mile away.

A sentry spots you, and empties his rifle skyward. A siren blows. Men spill out of the gatehouse, forming a line across the road. The searchlight shines down on you, blinding you.

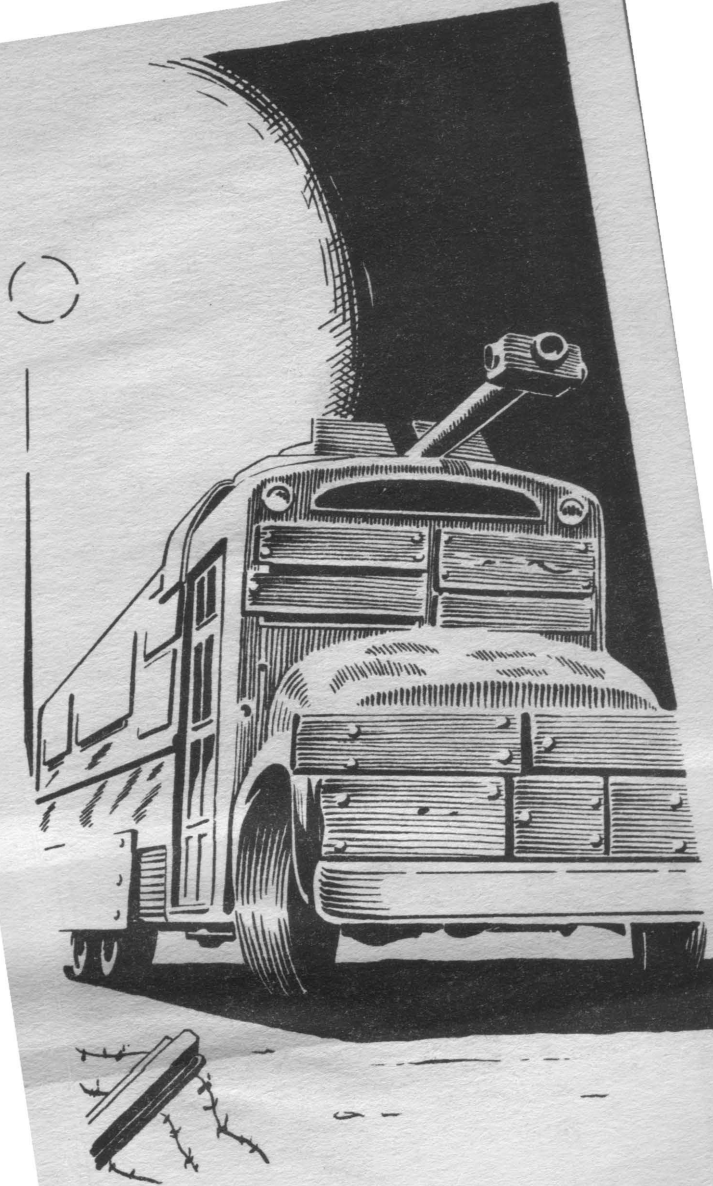
On the CB an excited voice yells, "Bring out the tank!" A huge, lumbering sort of vehicle picks its way out of the old barn. It's a bus, not a tank . . . with metal armor nailed to its flanks, and a *tank gun* swinging toward you. Do you:

Run for it, hoping to rush through before the tank can fire many shots (229)?

Turn and fight the tank (219)?

Light a flare to signal the Guard, if you have one (21)?

Radio the Guard, if you have a military-frequency radio (110)? *If you have already radioed the Guard, turn to 120.*



252 In the split second before combat is begun, something tells you that the Knights of the West is no ordinary cycle gang. It's not the equipment — the sharp whining of the bike engines, and the glimpses you get of the machines behind the headlamps, seem quite ordinary. Rather, it's something to do with the chrome helmets, black leather jackets, and the hard look in the eyes of the all-female riders . . . This is going to be a real fight.

CYCLE #1 (GREYHOUND)

Medium cycle, 15 hit points. Defense Class 11; Handling Class 3.

Weapons: Micro-missile launcher to front (Combat Bonus -1, 1 die damage, 2 damage boxes, 10 shots).

Power plant: Super cycle (5 damage boxes).

The cyclist is Driving-2, Gunnery-1. She has on leather armor good for 1 hit point.

CYCLE #2 (GREYHOUND)

Medium cycle, 15 hit points. Defense Class 11; Handling Class 3.

Weapons: Micro-missile launcher to front (Combat Bonus -1, 1 die damage, 2 damage boxes, 10 shots).

Power plant: Super cycle (5 damage boxes).

The cyclist is Driving-1, Gunnery-1. She has on leather armor good for 1 hit point.

CYCLE #3 (HELLHOUND)

Heavy cycle, 20 hit points. Defense Class 10; Handling Class 2.

Weapons: Light laser to front (Combat Bonus +1, 1 die damage, 2 damage boxes).

Power plant: Super trike (6 damage boxes).

The cyclist is Driving-2, Gunnery-2. She has on leather-trimmed cycle armor, good for 2 extra hit points. She is the gang's leader.

CYCLE #4 (HELLHOUND)

Heavy cycle, 20 hit points. Defense Class 10; Handling Class 2.

Weapons: Light laser to front (Combat Bonus +1, 1 die damage, 2 damage boxes).

Power plant: Super trike (6 damage boxes).

The cyclist is Driving-1, Gunnery-2. She has on light cycle armor, good for 1 extra hit point.

If two of the cycles have been eliminated, turn to 223.

If your vehicle is crippled, turn to 315.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.



253 You leap for the fireman's pole, hoping to climb to safety. Unfortunately, assault rifles cannot be denied. Riddled with holes, you fall to the ground. You are no longer among the living.

Your adventure is over.

254 The Lazarus retraining pays off, as your well-tuned body makes the stretch before the enemy targets you. Turn to 44.

255 Unfortunately, your bonds are quite secure. Moses has the crowd in his control, and they pelt you with garbage — a dagger lands mere inches from your leg.

“We choose trial,” you hear Moses conclude, “by gladiatorial combat!” The approval from the massed gang members is thunderous. You feel like you’ve missed something, but it appears that you’re about to become a gladiator. You may:

Ask Moses if you can make a statement to the crowd (165).

Let the guards arm you for gladiatorial combat (281).

Dive for the dagger and attack the guards (265).

256 “Good evening,” you call out.
“Rolf, is that you?” comes the reply. The woman laughs, and walks straight at you. “Why are you hiding? Come out.”

“Come and get me,” you reply.

“Rolf!” As the woman comes within reach, you grab her and club her into unconsciousness. What luck!

Turn to 99.

257 “Medic! Medic!” Security officers pour into the room from throughout the complex. Medical personnel swiftly attend to your wounds (you regain all hit points lost in this fight). The Major is similarly attended to.

In the whiteness of the headquarters infirmary, the Major completes your briefing. Turn to 269.

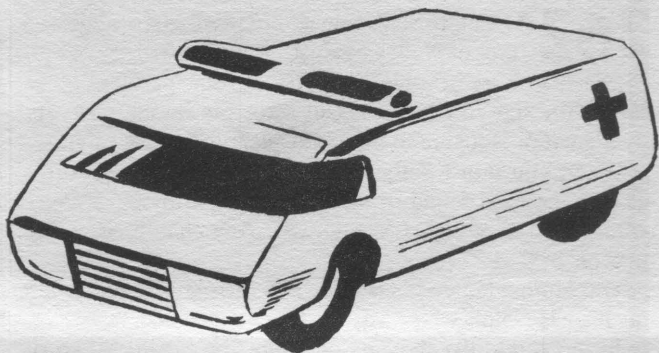


258 Your maneuver is too late. Like an iron sparrow, you plunge to the bottom of the yawning hole, coming to rest in a pond of stagnant water. Your vehicle will never get out of here under its own power.

Turn to 315.

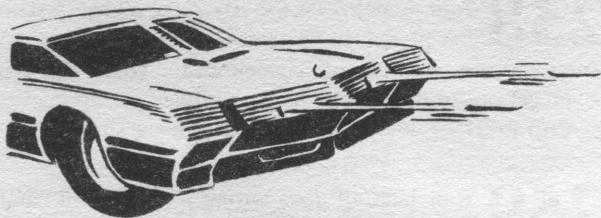
259 Your landing goes wrong — your foot catches in barbed wire, and you cartwheel across the field. The landing shakes you up quite a bit.

Take 1 hit of damage. If you are unconscious, turn to 340. Otherwise, turn to 127.



260 “Then die, scooter,” comes the reply. From ahead, brilliant emergency lights flash into life above a spotless white ambulance, and a siren screams its call. A concealed turret rises, and the exposed snout of a recoilless rifle locks onto you. It’s an ambulance, all right. A mean-looking ambulance.

If you try to talk the Ambulance Driver out of attacking you, turn to 312. Otherwise, turn to 382.



261 Roll 1 die. On a roll of 1-3, turn to 297.
On any other roll:

If you are fighting the tank, return to 219.

If you are driving at maximum speed, return to 160.

Otherwise, return to 236.

262 The night is illuminated in shades of orange as a flare explodes against the night sky.

“That’s more trouble,” explains your partner. “The flare is the sign to mobilize. Old Moses is calling on every loyal gang in Houston to help him keep us from escaping.”

When you don’t bother to respond, your partner turns back to the map found in the glove compartment. “We’re coming up on an old U.S. highway. Any chance of saving time on it?”

You almost laugh. “The war and the gangs haven’t left much of Houston’s highway system. You’ll see.”

In moments, the remains of a junction between two of the former highways is in view. One was an elevated road, supported several stories in the air by concrete pillars. Only the pillars remain, some fragmented and canted at odd angles, while the spans that once stretched between them lie like fractured china on the ground. The roads that once connected to the overpass sprawl on the ground, and the elevated highway is intact only at the overpass itself.

As you approach the overpass, you hear the high whine of cycle engines. It’s an ambush.

If Lorena is with you, turn to 245. Otherwise, turn to 28.

263 Carl approaches the fence cautiously, producing wire cutters and the small hand-held video camera. He makes a scan with the camera, noting movements on one of its dials. You gather that it is more than just the simple video camera it appears to be.

"Moses' security is primitive," whispers Carl, slicing through the fence. His experience (and his mysterious device) gets you through the perimeter fence, past the guard dogs and patrols, to the side of the central building. A well-cast grapnel attached to a thin nylon line provides access to the former bank's roof, where your partner pries open a panel, admitting you inside.

In moments, you stand outside a door marked "Security." Carl knocks, and the guard within admits you. The guard then kneels, and your partner strikes him at the base of the neck with his pistol butt.

"He took a bribe," explains Carl, dragging the unconscious guard to a corner. The room is lined with television monitors.

Turn to 353.

264 Your practice at the gunnery range now pays off as that same hand-eye coordination helps you scale the ladder to freedom. When you reach the roof, you see a well-built but elderly man on the far side. "Run for the taxi," he urges, leading the way. You cross the roof, jump down to the street, and approach the yellow cab as the old man clambers into the driver's seat.

Turn to 94.

265 The guards aren't expecting your maneuver. You easily collect the dagger (or draw your mini-gun), and now you hold them at bay . . . but there are dozens of them, and only one of you.

Do you continue to resist (299), or give in and let them take away your weapon (281)?

266 After turning down too many corridors, you find yourself in a less-used portion of the old bank. Dust is thick on the floor, and you wipe away spider webs as you move forward. The air is damp.

Stooping beneath an archway, you emerge outside the building near a narrow and stagnant waterway filled with the skeletons of sunken freighters — the former Houston Ship Channel.

Hearing a noise, you cower within the door frame. A cycle turns the corner of the building and approaches, stopping just yards away. The single rider — dressed in the style of one of Moses' private bodyguards — dismounts. Stealing the bike, and the *attached sidecar*, might be the best way out of here! Do you:

Open fire on the rider (42)?

Assault the rider in hand-to-hand combat (233)?

Address the rider in friendly conversation (256)?

Turn back, looking for another exit (276)?

If Lorena is with you, turn to 151.

267 Going faster has the advantage of getting you through the obstacle course faster . . . if you survive.

Try 4 Control Rolls, all at -2 for high speed. For each failed roll, your vehicle takes 1 die of damage due to colliding with the rubble.

If your vehicle is crippled, turn to 315.

If you lose consciousness, turn to 31.

If you are dead, your adventure is over.

Otherwise, turn to 86.

268 Fight out the gun play.
The mysterious man is Gunnery-3. He has a long-barreled pistol (Combat Bonus +1, 1 hit damage, 8 shots), with 4 extra magazines. A concealed bulletproof vest will absorb 2 hits of damage.

If you win, turn to 202. If you lose this battle, turn to 31.



269 “Now you see what we’re up against,” says the Major. “Moses’ people are even striking here — the heart of Texas Intelligence!

“I suspect that Moses knows where the submarine lies. If his men have been on board, they probably have some or all of the warheads intact. If they located the ship’s vault, he’s going to have those detonators very shortly, and with them the power to bring Texas to her knees.

“I have an agent on the inside — a loyal one, I believe — who will help you enter Moses’ base. Getting the detonators shouldn’t be difficult. Getting *out* of Houston with the detonators . . . well, that’s your challenge.

“Ace, that’s what I’ve called you in for — infiltrate Houston, get me those detonators, and bring them out safely. Good luck.” He shakes your hand.

Turn to 341.

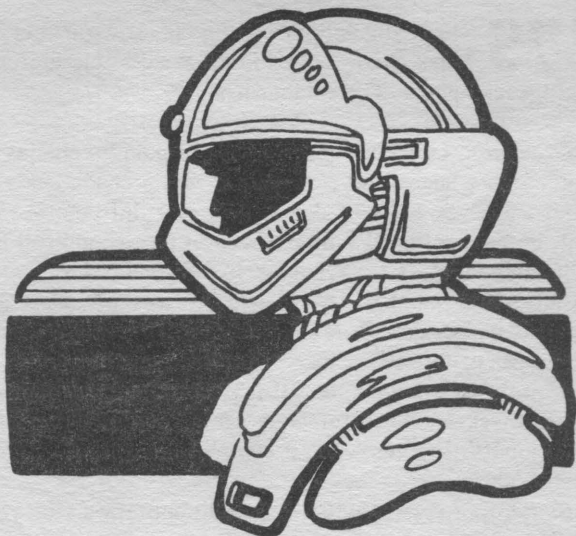
270 You can almost feel the difference as you enter a new district of Houston. There’s the same wrecked look about these deserted streets — only more so. There’s no sign of life.

The CB is full of calls, all about you. “This is Papa Death, calling for any reports on the renegade. The reward has been increased by another \$10,000, dead or alive . . .”

Suddenly, there’s trouble.

Try a Control Roll. If you make it, turn to 280 — or 313 if you are on a motorcycle. Otherwise, turn to 290 — or 216 if you are on a motorcycle.





271 “Calling the Ace. Calling the bandit who stole my trike. Over.” You think about shutting off the CB. It never brings any good news.

If you reply, turn to 156. Otherwise, turn to 239.

272 Your landing is flawless. Turn to 127.

273 It is a short fight, though the crowd cheers lustily as you batter your feeble weapons against the huge elephant. You should have tried something more original. They sweep your mangled body from the cement floor.

Your adventure is over.

274 The cab driver is too canny. You try to follow him, but are soon lost in one more blighted part of Houston. Return to 400.

275 Some regulation equipment straight out of Texas Guard stores is made available to Texas Intelligence agents. The catalog lists:

Grenades. Grenades may be used against vehicles or people. On a successful Attack Roll, the grenade lands on target and does 1 die of damage. If you fail your Attack Roll, immediately roll 1 more die — if the second roll is a 6, the grenade does 1 die damage to the person throwing it! On any other number, the grenade misses its target and explodes harmlessly. Only one grenade may be thrown per person per turn. \$40/each

Military-frequency radio. This portable device transmits and receives on the scrambled wavelengths used by the Texas Guard. It comes with a complete manual of instructions. \$600

Bulletproof vests. Body armor isn't appropriate on your mission, but this easily concealable vest is. A lightweight helmet is included. The vest absorbs 2 hits of damage. Only one vest may be worn at a time. \$200

Military flare gun. This signaling device launches a small rocket which explodes brilliantly in the atmosphere. It's very good for getting people's attention. The gun can only be fired once — it is disposable and cannot be reloaded. It can also be used in combat. It does 1 hit of damage. \$75

Select which items most interest you, and pay for them by subtracting the amount from your Money on your record sheet. When you are done, return to 368.

276 Roll 1 die. On a roll of 1 to 3, turn to 18. Otherwise, turn to 32.

277 Try a Control Roll. If you make it, turn to 230 and choose a new option. If you fail, turn to 33.

278 With an “end of the line” feeling, you drive the final stretch toward the Texas Guard station at Bay Town. Your damaged brain cells surprise you by remembering — this isn’t your first drive on this piece of road. In the daytime, these marshy fields are filled with sunflowers and wild ducks. Now there are only searchlights illuminating the barbed wire fences, and the occasional honk of disturbed waterfowl.

On the far side of the border is the Texas Guard. The protectors of Texas liberty are there to keep the gangs of Houston from raiding the countryside. There aren’t many troops but they are well-equipped, including some heavy ground vehicles and an attack copter.

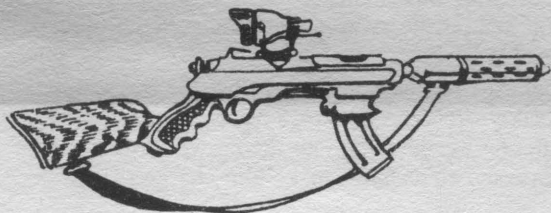
Unfortunately, in recent weeks Golden Moses has militarized *his* side of the border. The gangs now have their own guards on the border, with their own gatehouse and bunkers.

You know that no matter how well you’ve played the game so far, you can’t avoid your enemy now. All roads lead to Bay Town Station — it’s the only way out. Golden Moses will be waiting for you.

Turn to 251.

279 As you fall unconscious, you feel more than hear a searing blast of flame engulf the attacking gunmen. The Major’s security men have finally arrived, with a convenient portable flamethrower . . .

The gunmen are dead. If the Major is dead, turn to 238. Otherwise, turn to 257.



280 Your vehicle starts to slide, but you react quickly and bring it back under control. The road is coated with a thick layer of river weeds, mud, and something oily. You gear down to keep traction.

Meanwhile, this “deserted” sector of town comes alive. From every doorway, every rooftop, even rising out of the manholes in the street, are the worst beings you’ve ever seen — Slimes!

The primitive gang members wear skull makeup and have teeth filed to sharp points. Their eyes stare glassily as they come toward you, stiffly reaching out with machetes and small-calibre pistols.

If you attempt to drive through them, turn to 159.

If you try to turn around and escape, turn to 364.

If you want to speak with them, turn to 331.

If you think firepower is your best solution, turn to 384.

If Kiki is with you, turn immediately to 374.

281 You are armed with a rusted, bent, and pitted sword and given a flimsy, dented metal shield. The shield works as a primitive sort of body armor — it will absorb 1 hit of damage that otherwise would apply against you. Your partner is likewise armed and armored.

On the other side of the central stage, the guards are ushering in your opponent . . . who tosses his head and nearly gores a gang member with his tusk. It’s an angry, obviously vicious, elephant.

Fighting elephants wasn’t covered in your combat course. Now you know why gladiatorial combat is so popular with this audience — it promises to be exotic, violent and deadly. You quickly review your choices. You may:

Fight the elephant in fair combat (273).

Steal a torch and try to spook the elephant (309).

Attempt to run away into the crowd (338).

Tease the elephant to make him charge (370).



282 "I does repairs," comes the reply. "Human and otherwise. I can bandage your wounds and patch your armor. Does we have a deal?"

If you agree to meet him, turn to 9.

If you agree to meet him, but callously attempt to kill him as he gets out of his car, turn to 40.

If you don't agree to meet, turn to 395.

283 You and the truck impact with violent energy. Your vehicle is wiped out. You struggle from the wreck, barely conscious, as men from the other trucks close in.

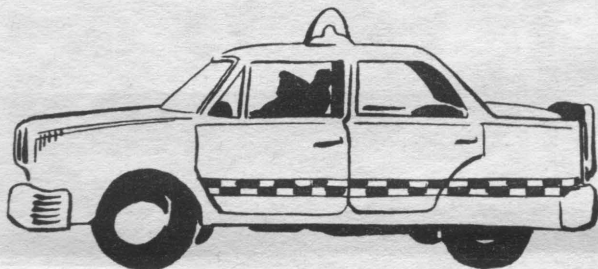
Turn to 232.

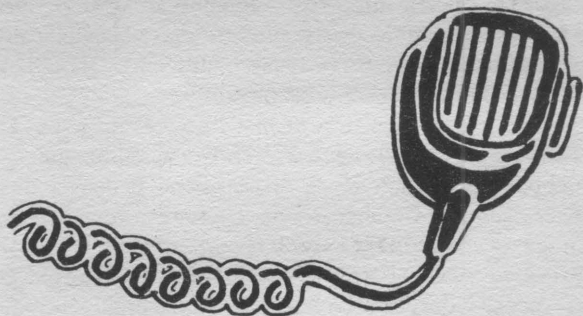
284 You find yourself face-to-face with a large, well-built young man. He is dressed in subdued colors suitable for night work, and is cleaning a long-barreled pistol in a professional manner. His face is expressionless as he looks you over. "My name is Carl Frank," the man says. "I'm your new partner."

Carl is Gunnery-3, Driving-1. He has a long-barreled pistol (Combat Bonus +1, 1 hit damage, 8 shots), with 4 extra magazines. He will accept armor and other weapons from you, but he will not give you his.

If you accept him as your partner, record his information on your record sheet.

Return to 163 and choose a new option.





285 You know the military call-in procedures. Bay Town Station replies instantly, crisp and clear. "Identify yourself," they request.

You explain who you are, and the nature of your mission. "We've been briefed," comes the reply. "We'll be — " Suddenly, static drowns out the frequency. Someone is jamming you.

Turn to 320.

286 You hear the sound of running feet. Following the sound comes its source, a group of Moses' thugs. "We must have tripped a silent alarm," you guess.

The guards see you, shriek a defiant battle cry, and charge. It's a gun battle.

There are three guards. All are Gunnery-0. They each have animal-skins-and-metal-plate armor (good for 1 hit point), and a pistol (1 hit damage). They are recklessly running straight at you, making no effort to dodge your fire, so their Defense Class is 7.

If you are knocked out, turn *immediately* to 31.

If you win the fight and have the detonators, turn to 395.

If you win the fight and don't have the detonators, you may try to get them (32) or flee (395).

287 Thanks to Major Steinbeck, you've been cleared to carry any of these sophisticated, experimental devices from Texas Intelligence, should you desire.

Long-range scoped pistol. This "assassin gun" is equipped with a night scope and silencer. It does 1 hit of damage, and has Combat Bonus +1 for the scope. It may use regular ammunition only. 8 shots. \$650

Flechette pistol. This lightweight electric-powered gun fires special rocket-shaped bullets. It is highly accurate (Combat Bonus +2), but the projectiles do less damage than ordinary bullets. After a successful attack, roll 1 die — on a 3–6, the gun does 1 hit of damage, on a 1 or 2 the projectiles do no damage. 8 shots. \$450

Flechette pistol ammunition. \$50/magazine

Mini-flamethrower (portable). This powerful, lightweight weapon works equally well against vehicles or people, and is easy to use (Combat Bonus +1). The flames do 1 die of damage. Unfortunately, a flamethrower is dangerous to carry. Any time someone carrying a flamethrower is hit in combat, roll 1 die — on a 1 or 2, the flamethrower has also been hit. If the flamethrower is hit, roll again — if a 6 is rolled, the flamethrower explodes and the carrier is instantly killed; on any other roll, the flamethrower is damaged beyond repair. 3 shots. \$650.

Extra flamethrower fuel. Flamethrowers may not be refueled during combat. \$25/fuel for one shot.

Select which items most interest you, and pay for them by subtracting the amount from your Money on your record sheet. When you are done, return to 368 — and remember to buy ammunition for your weapons.

288 You and Peter search the woman's body. Try a Prestige roll. If you are successful, turn to 342. Otherwise, turn to 392.

289 “I gave you the right code!” says the Slime. “Just go ahead and kill me — see if you ever find *Molden Goses* on your own!”

If you decide to trust him, turn to 241. If you decide to lose this creep, turn to 348.

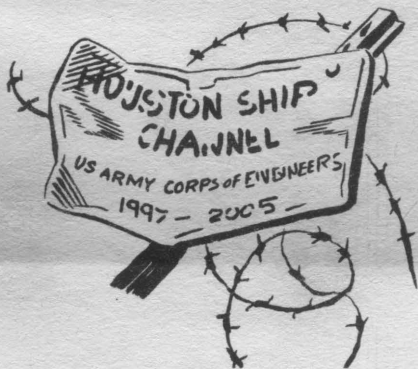
290 You’re spinning, sliding on a road covered with a layer of mud and slimy river weeds. Meanwhile, this “deserted” sector of town has just come alive. From every doorway, every rooftop, even rising out of the manholes in the street, crawl the worst beings you’ve ever seen — Slimes!

The primitive gang members wear skull makeup and have teeth filed to sharp points. Their eyes stare glassily as they come toward you, stiffly reaching out with machetes and small-calibre pistols.

Turn to 159.

291 “The Texas Guard!” you yell. “They’re assaulting the building to rescue the Texas spy!”

Try a Prestige Roll — at a +1 bonus, since she is rather gullible — to see if the guard falls for your trick. If you make your roll, turn to 358. If you fail, turn to 380.



292 “Step into my ambulance,” says the Ambulance Driver, ushering you and your partner into its antiseptic white interior. “My fees are reasonable.”

His fee is \$50 per recovered hit point. If you won't or can't pay, he won't help you — return immediately to 9 and choose a new option.

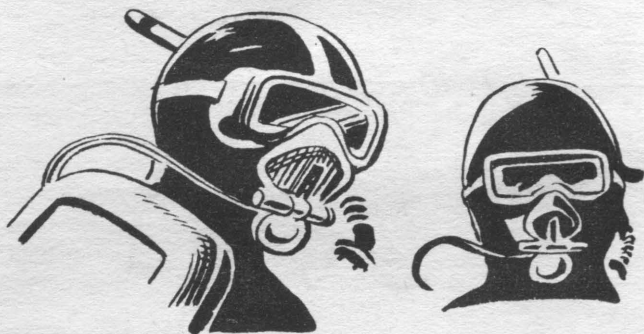
Using his sophisticated medical equipment, the Ambulance Driver heals up to 2 hit points for you.

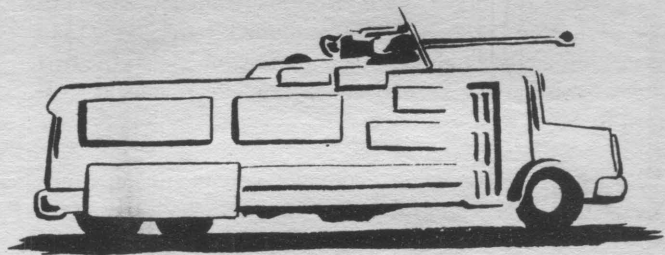
Mark the expense from your Money. If you would like to have him work on your vehicle, turn to 23. Otherwise, turn to 354.

293 Roll 1 die. On a 1–3, turn to 14. If you roll a 4 or 5, turn to 336. If you roll a 6, turn to 314.

294 You wish you'd spent more time at the gunnery range working on precious hand-eye coordination. You are slow climbing this ladder, too slow. Your thigh stings as a bullet finds you.

You lose 1 hit point. If you are conscious, turn to 94. If you are knocked out, turn to 31.





295 You turn onto another pot-holed Houston street, your headlights bringing the night-shrouded ruins into bold relief. Abruptly, your targeting computer identifies motion ahead, and the scope lights up — a pedestrian.

As you bring your weaponry to bear, the figure waves at you. Your lights reveal a hooded face which seems oddly familiar. You may:

Open fire (333).

Ignore the pedestrian and drive past (389).

Stop to talk with the stranger (153).

Slow down, hoping for a better look at the hooded unknown (75).

If Kiki is with you, turn immediately to 52.

296 Roll 1 die. On a roll of 1 or 2, turn to 215. On a roll of 3, 4 or 5, turn to 148. On a roll of 6, turn to 2.

297 “We’re going to be killed!” screams your partner, pulling at a seat strap. With a concussive blast, the seat ejects from your vehicle, sailing high over the battlefield. Your partner has abandoned you. You never even knew this vehicle *had* an ejection seat.

If you are fighting the tank, return to 219. Otherwise, return to 236, or 160 if you driving at maximum speed.

298 You fire at the mysterious woman as she dives on Peter. It should be a quick fight — she only has a knife. When fighting this out, the woman gets the first attack, you get the second attack, and Peter attacks last. Turn to 6.

299 The guards rush you, club you into unconsciousness, and arm you while you are knocked out. Another splash from the bucket of ice-cold water revives you. If you have a mini-gun, they take it away. Turn to 281.

300 The CB swears. “You expect me to believe that, you pawn of the oil powers? I wouldn’t trust you any farther than . . . than anything I can think of. Kennedy out.”
Turn to 132.

301 At last, the sound of the rotors dies away. You’ve escaped. Return to 400.

302 The duellist flees in terror, throwing down his weapon. You hear his terrified howls long after he disappears from sight.

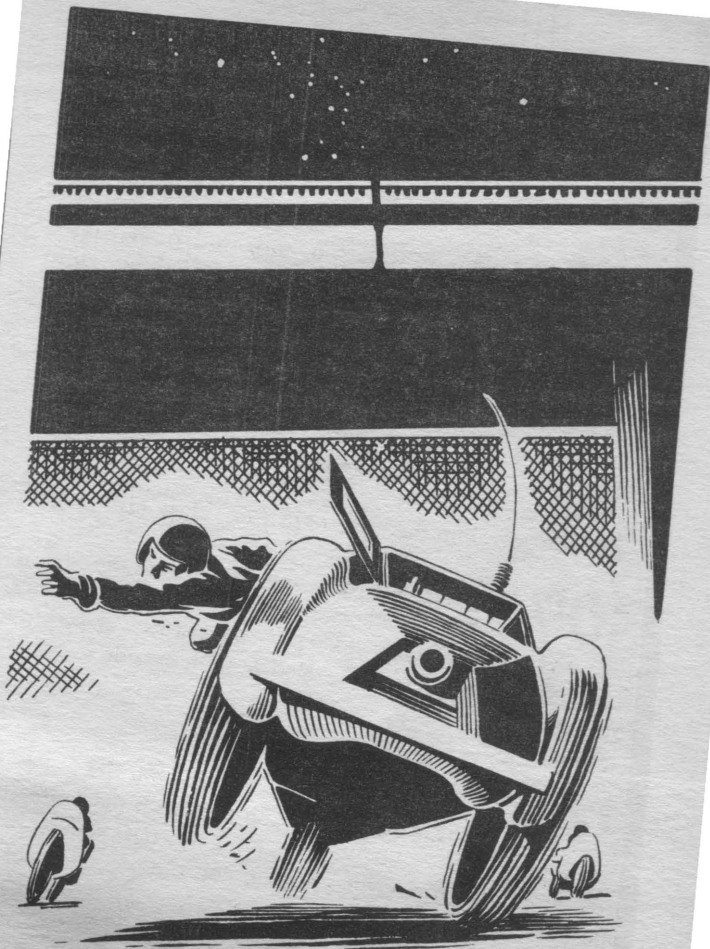
If the sentry is dead or unconscious, turn to 92. Otherwise, return to 187 and continue the battle.

303 The trike has been dodging around you, firing its mostly ineffectual rocket launcher. Now, the driver bails out . . . and the trike heads straight at you. It appears to be under remote control, and it’s trying to ram!

If you continue firing at it, hoping to knock it out of action before it strikes, turn to 143.

If you try to outmaneuver it, turn to 93.

If Kiki is with you, immediately turn to 133.



304 “No, don’t . . . ” protests the Major, but it’s too late. As you throw your body against the door, you hear the machine gun again — shooting the locks off this door.

Roll 1 die, and subtract that number of hit points. If you are still alive, turn to 5. Otherwise, turn to 182.

305 If Lorena is with you, turn to 376. If Kiki is with you, turn to 366. If Carl is with you, turn to 224.

306 You barely have a chance to look around when a cord slips over your neck and you are thrown to the ground. You know there is no use in struggling — your attacker is obviously a master. “Give me the code,” whispers the man coldly.

Do you give him the code (378), or refuse (180)?

307 You roar past the gatehouse, where the line of infantry break and take cover to avoid being shot. As for Moses’ tank, it keeps firing but its war-surplus ammunition is pretty feeble — you’re soon outside its operating range.

Turn to 206.

308 Your intuition guides you, and you fire at Peter as the woman dives on him with the knife. It should be a quick fight. While fighting this out, you get the first attack, the mysterious woman gets the second attack, and Peter attacks last.

Turn to 6.

309 As the elephant bellows in rage, you leap for the nearest torch. Roll 1 die versus your Driving score. If you roll less than or equal to your score, turn to 327. Otherwise, turn to 174.

310 You maneuver sharply, skid on the pavement, and slide into the marsh. If you are riding a motorcycle, turn to 328. Otherwise, turn to 351.

311 The pilot doesn't give you the courtesy of a reply. Turn to 237.

312 "I'm sure we can talk this out . . ." you say. "Of course we can," says the Ambulance Driver. The flashing lights flicker out as the ambulance pulls alongside your vehicle.

You can callously attempt to kill him as he gets out of his car (40), or listen to what he has to say (9).

313 Your cycle abruptly skids, but you react quickly and bring it under control. Glancing down, you see a thick layer of river weeds, mud, and something oily spread on the road. You gear down to keep traction.

Meanwhile, the "deserted" sector of town comes alive. From every doorway, every rooftop, even rising out of the manholes in the street, crawl the worst beings you've ever seen — Slimes!

The primitive gang members wear skull makeup and have teeth filed to sharp points. Their eyes stare glassily as they come toward you, stiffly reaching out with machetes and small-calibre pistols. Your only hope is to run for it.

Try a Control Roll. If you make it, turn to 48. Otherwise, turn to 7.

314 You think quickly. In a moment you have the curtains down off the windows, and the curtain rod in your hands as an impromptu weapon. It's undignified, but it's all you've got.

Whenever you make a successful attack with the curtain rod, roll 1 die. If the roll is even, the rod does 1 hit of damage. If the roll is odd, it does no significant damage to your foe. Turn to 5.

315 If you are driving a taxi, turn immediately to 232. If you aren't, roll 1 die:

On a roll of 1 or 2, turn to 335.

On a roll of 3 or 4, turn to 204.

On a roll of 5, turn to 345.

On a roll of 6, turn to 24.

316 "What's the password?" cries out a hoarse voice somewhere ahead of you.

"Pantheon," you whisper. "What's the color?"

"Green as my eyes. Follow me." The man leads you to an alley, then waits while you catch up with him. "Dirtwad," he says, "I'm your new partner." You hear him strike a match. Do you:

Attack him instantly (381)?

Draw your weapon just in case (208)?

Do nothing (46)?

317 "Check out my ID," Peter says, reaching for his wallet. "I want you to be sure I'm who I say I am." He extends an ID card.

As he does so, a figure dives out of the darkness, her jeweled knife darting for Peter's vital organs. "He's a plant!" she yells. Do you:

Shoot the mysterious attacker (298)?

Shoot Peter (308)?

Let them fight each other (136)?

318 With the hostile vehicle approaching so speedily, you have little time to turn about and run. The problem will be to turn around swiftly on this narrow road, without driving into the marsh on either side.

Try a Control Roll, at -1 difficulty due to the narrow road. If you make it, turn to 101. If you fail, turn to 310.



319 The woman gives a shy smile. “I’m a nun. You can trust me.” She starts to laugh, but stops when you don’t join in.

“Seriously, Ace,” she says, “I know what I’m talking about. You know that I have reason to hate Moses almost as much as you do.”

“Oh, really?” you say.

She looks troubled. “Ace, are you feeling all right?”

This nun certainly acts like she knows you, but you have no way to tell whether or not this is an act. You wrack your brains, but your damaged memories remain cloudy.

If you take her advice, turn to 240. Otherwise, you drive ahead and ignore her warning — turn to 90.

320 Stabbing down at you from the skies is the spotlight of a rotor-propelled aircraft. The ungainly craft passes overhead, turns, then begins an attack dive directly at you. As it does so, you recognize it as a “grass-hopper” — a half-car, half-helicopter hybrid vehicle.

Your options are few:

Stand and fight (237).

Run (27).

Try hailing it on the CB (311).

321 When an ID-card number is given in the text, you have a *secret* option besides those which are listed. You may use the ID scanner to check the card for secret coded identities.

To do so, remember which paragraph you are currently at, then turn to the paragraph number matching the *last* digit in each grouping on the ID number.

If the ID number is 451-B6-783, for instance, you would turn to 163 — where the information from the ID scanner will be revealed, perhaps along with new instructions and options.

Return to 350.

322 You ride out the landslide, and find yourself at rest in the remains of a ruined football stadium. The convoy cannot follow you. You drive on in the darkness, eventually finding a main road. Return to 400.

323 For the moment, the coast is clear. "Where do we go now?" you ask your partner. "Do you have a plan?"

"We improvise from here," your partner says. You were afraid of that.

"We need an escape vehicle," you point out.

"Getting one won't be easy," says your partner. "We can —

"Take the stairs up to the main garage (108),

"Try an obscure rear exit (266),

"Head for the front gate (60),

"Or, make for the compound fence and try to cut our way through it (393)."

324 "How far along was I on the track of those trinkets?" you ask.

"I don't know," says the Major. "It was a lead from one of your people. You never clued me in on your contacts. There were only three I knew, by your code names for them — Brewster, Miss Prissy, and the Canary Man."

Unfortunately, these names no longer mean anything to you. Turn to 87.

325 It's almost too good to be true. You leave in a torrent of screaming wheels and flying dust, and the taxi makes no move to follow you. Perhaps the driver had another fare?

Return to 400.

326 Try a Prestige roll at a +2 bonus. If you are successful, turn to 397. If you fail the roll, turn to 306.

327 You grasp the torch in your hand, waving the flame at the pachyderm's trunk. The startled beast rears, trumpets and flees from the auditorium, trampling the horrified crowd. In the confusion, you run for it. Turn to 222.

328 You drag yourself and your bike out of the marsh and drive away, dripping gray strands of decomposing reed. Mysteriously, the other vehicle makes no attempt to pursue. Return to 400.

329 You've just killed the most powerful fighting vehicle in Houston. The guards at the gate are suitably impressed. No one tries to stop you as you leave Houston. Turn to 206.

330 You are the victor, surrounded by the dead. A search of the bodies reveals nothing useful — the woman's jeweled knife (worth \$125 — you'll be able to use it just like cash here in Houston) and Peter's gun are yours for the taking. (If you take them, record them on your sheet.) There are two ID cards — Peter's, 423-B7-1143, and the woman's, 842-Q1-7938.

Turn to 348.

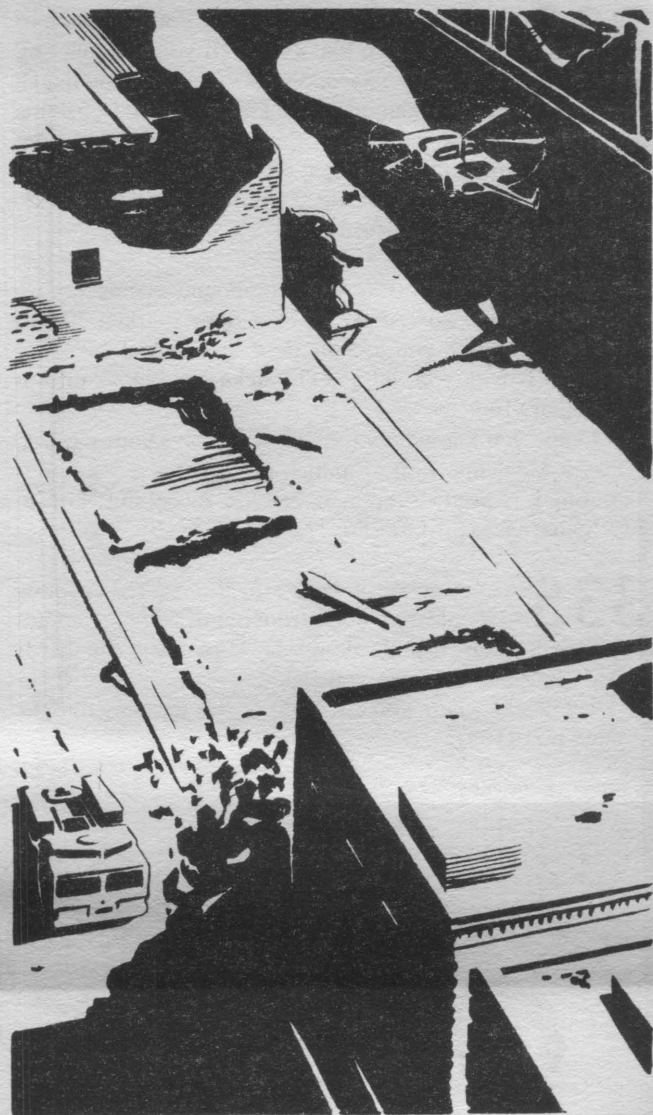
331 The Slimes make only unintelligible grunting sounds. Return to 280 and select a new option.

332 You hear a droning sound — faintly at first, but growing steadily louder. The sound is unmistakable: Golden Moses has a chopper searching for you. Soon you can see an airborne searchlight probing the darkened side streets, coming closer by the moment. Do you:

Continue driving as you are (320)?

Switch off your lights and continue driving (15)?

Switch off your headlights and park until the copter is gone (154)?



333 The pedestrian is no match for your weapons — she goes down like a tree. (If you are counting ammo, cross off 1 shot.) Seconds after you fire, you match her clothing with a memory. You know that odd costume now — you've just shot a nun! Small-arms fire breaks out from the surrounding buildings, directed at you.

Cross off 1 point of Prestige, and roll 1 die. On a 1-3, turn to 197. Otherwise, turn to 90.

334 Security *inside* this compound seems lax — you easily make it to a door marked “Vault Room.” Carefully, you test the door. It's locked.

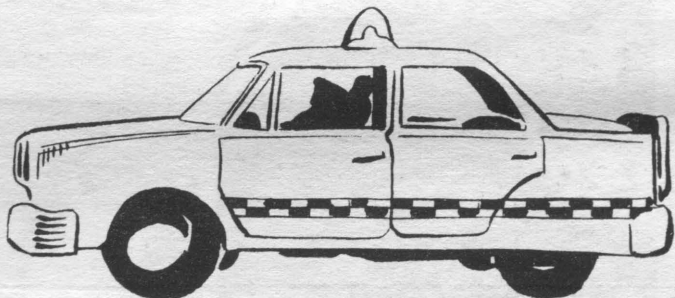
If Carl is with you, he quickly picks the lock — turn to 379. Otherwise:

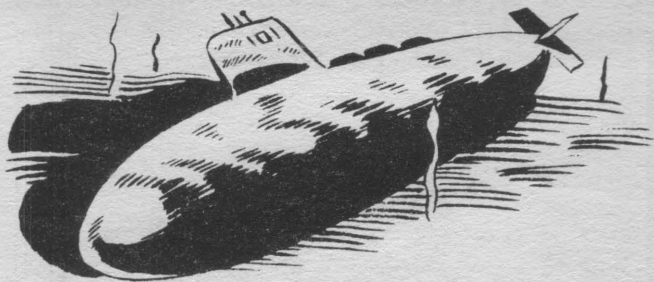
“I hope you know how to lockpick,” says your partner.

Try a Mechanic Roll to unlock the door, at a +2 bonus — the lock is pretty simple. If you are successful, turn to 379. Otherwise, turn to 286.

335 As you cower in your armed, armored and now motionless vehicle, from out of nowhere comes a yellow taxi cab. It pulls alongside, honks, and the driver yells, “Bail out! I'll take you.”

Do you stay where you are (155) or risk jumping into the strange taxi (105)?





336 The Major tosses you a handgun from the drawer. "Take cover," he says, as the two of you crouch behind his desk.

The pistol does 1 hit of damage. Crouching behind the desk, you and the Major have a Defense Class of 10. Turn to 5.

337 Your ID tester confirms that this is a double-coded identity card. It displays the cover identity, then the real identity: *Kiki Chan, field agent for Texas Intelligence.*

You let the Slime get up, and you apologize. Turn to 241.

338 The guards simply push you back into the arena. The crowd hisses its displeasure. Return to 281 and choose a new option.

339 The tower collapses, toppling to the ground with a shower of sparks. The spotlight winks out, plunging the gate compound into utter darkness. The confusion and darkness allow you to escape easily.

Turn to 307.

340 You awake to find a beautiful, latin-complexioned amazon bathing your face with a damp cloth. Your wounds have been bandaged.

You regain 1 lost hit point. Turn to 62.



341 You make preparations for your mission. If you have a note for Mr. Gowens, turn to 360. If you've been told to go to a department, turn to the paragraph matching the number of that department. Otherwise, turn to 368.

342 As you search the body, you notice Peter slip something out of her clothing and into his pocket. It was about the size of a credit card. Do you:

Ask Peter about this (45)?

Ignore the matter (392)?

Instantly draw your weapon (227)?

343 You're in trouble. The duellist slams his trike door, sealing himself within its protective armor. Now it's a game of armed and armored combat vehicle versus pedestrian — you — a battle you cannot win.

After desperate minutes of hide-and-seek, high explosives shatter your body. With your dying breath you hoarsely cry, "For the glory of Texas!" You are dead.

Turn to 182.

344 You swerve among a pack of tank trucks, causing them to panic — you watch them careen into each other. "You sure throw a great party," says your partner admiringly.

Return to 399 and try another Control Roll.

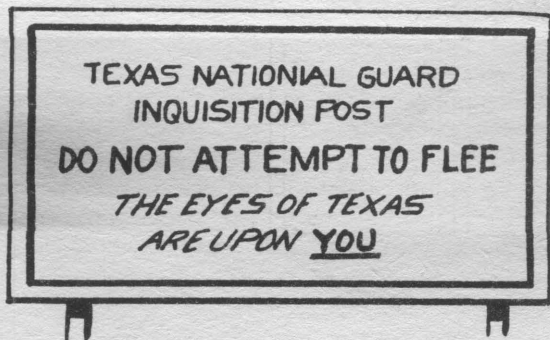
345 Suddenly, just as things look their bleakest, a dark, smoky cloud descends upon the combat. Enemy fire tapers off as the gunners lose sight of you. A shadow pulls alongside your vehicle. "Need a taxi?" asks a gruff voice.

Do you:

Shoot at him (214)?

Ignore him (84)?

Get in the cab (94)?



346 It seems as if the Major expects a comment from you. You might say:

“Really, sir?” just to show that you’re listening (367).

“With one submarine?” seeming doubtful (357).

“What do we know about the *Christi*, sir?” (97).

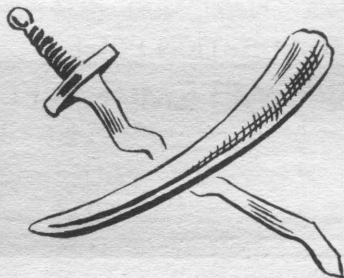
347 You climb into the helicopter. It’s a sleek luxury model, obviously Moses’ personal transport. Since there’s no pilot anywhere around — he was probably watching the “entertainment” down below — it is very convenient that you know how to fly.

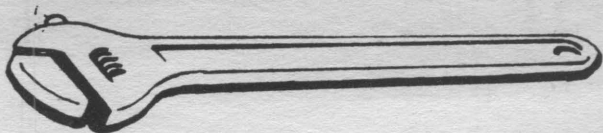
You have a heartfelt feeling of success as the copter lifts off. To the east you see the beginning of dawn on the horizon. Golden Moses might have won this round, but you’ve escaped to fight him again.

Roll 1 die. On a roll of 1–4, turn to 390. On any other roll, turn to 398.

348 It doesn’t take long for you to realize that you are going to have to perform this mission *alone* — without a partner. Locating Moses’ headquarters, breaking in, finding the detonators . . . only your innate abilities can help you now.

Try a Prestige Roll at a +2 bonus. If you make it, turn to 191. If you fail, the enemy patrols have found you — turn to 232.





349 Try a Control Roll, with a -2 penalty if you are traveling at maximum speed. If you fail the roll, the tank gets to fire at you — turn to 359.

If you make your Control Roll, you swerve out of the path of the tank barrel. The tank's shot flies harmlessly to one side. Return to 236 (160 if you are speeding) and resolve the next shot.

350 Among the most exotic items offered by the Outfitting department of Texas Intelligence are the “spy” supplies, many of which are considered illegal by police departments.

Climbing “fingernails.” These tiny claws attach to your fingers with a special instant glue, and are of great use when climbing buildings or even ropes. Add 1 to your skill when using these for climbing. \$200

Anti-gas noseplugs. When wearing these, you are immune to any of the various dangerous gases — unless you forget and breathe through your mouth. \$350

ID scanner. All Texas citizens carry a personal identification card. Texas Intelligence agents have a special card. A normal scanner reveals only the agent's cover identity, but an Intelligence scanner will reveal the coded “real” identity, verifying that someone actually is an agent of Texas Intelligence. \$450. (If you buy a scanner, turn to 321 for instructions on its operation.)

Select which items most interest you, and pay for them by subtracting the amount from your Money on your record sheet. When you are done, return to 368.

351 You save yourself but your vehicle is a victim of the mucky bottom. Meanwhile, the enemy duellist has his weapons trained on you, and his friends are hurrying to the scene. Turn to 232.

352 Roll 1 die. On a roll of 1-3, turn to 107. On a roll of 4-6, turn to 29.

353 "We can find the detonator by watching these monitors," suggests your partner. "Every room of the base can be monitored from here." You step to the controls. A switch marked "Diving Bay" seems a logical choice.

To your delight, a scene of divers is projected on the central television screen. Men in diving gear are coming out of the water, apparently returning from a foray. One carries a circular device you recognize from the briefings — an atomic detonator.

You activate the sound switch, and a hidden microphone picks up the voices of the divers. "That's the last of 'em," one says, as he strips off his gear. "Get this to Moses."

A guard takes the round object and disappears from view. "Find out where they take it," says your partner. You manipulate the video controls to see if you can find where the detonator is being taken.

Roll 1 die. If you roll a 6, turn to 11. Otherwise, turn to 387.

354 "Moses and his men are waiting for you at the border," remarks the Ambulance Driver, eyeing your vehicle. "I just don't think you can make it through without some repairs."

If you agree to have him work on your armor, turn to 23.

If you decide it's time to pull a gun on him, turn to 171.

Otherwise, turn to 372.

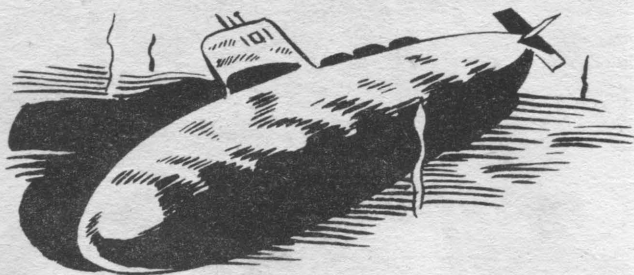




355 Roll 1 die. On a roll of 1 to 4, go to 71. On any other roll, go to 152.

356 It was a good try, but you can't outrun a well-fired rocket. You explode in a red shower of failure, and are entirely dead.

Turn to 182.



357 The Major frowns. "Yes, the *Christi's* got some surprises in her."

He scribbles something down and passes the note to you. "Take this to department 73 before you leave," he says curtly (write this department number down for later reference), then resumes the briefing.

Turn to 367.

358 The guard rushes past you to the ladder. You close and bolt the hatchway behind her. Turn to 347.

359 The tank has you in its cross hairs. The gun barrel thunders.

Try an Attack Roll for the tank. The tank gun is Combat Bonus 0, and the gunner is Gunnery-2. If the gun hits you, your vehicle takes 6 dice damage.

If Special Damage is caused, failure of the Control Roll means that you swerve away from the gate and lose time. If you are driving at maximum speed, you have a -2 penalty to your roll. If you lose time, the tank gets 1 extra shot at you before you can escape.

After the first single attack from the tank that does more than 20 points of damage, turn to 261.

If your vehicle is crippled, you are at the mercy of Moses' men — turn to 232.

If you are knocked out, turn to 31.

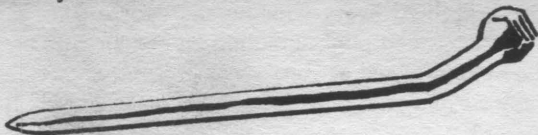
If you are killed, your adventure is over.

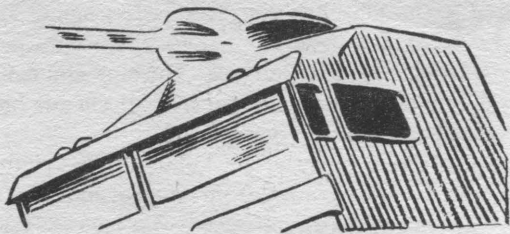
Otherwise, return to 236 — or 160, if you have been traveling at maximum speed — and resolve the next shot.

360 As you enter the Outfitting wing of Texas Intelligence headquarters, you notice an office door with "Charles Gowens, director" stenciled on the glass. Remembering your note, you knock. A voice says to enter.

Gowens is a balding, middle-aged man with the look of an ex-fighter . . . or a retired agent. He reads your note. "Excellent," he says, filing the note, picking up a form, and stamping it violently. "The Old Man has OK'd you for Special Devices. Your file number is 287." (Write this number on your record sheet.)

He escorts you to the main outfitting counter, then takes leave of you. Turn to 368.





361 The body is filthy. You find no possessions other than decaying clothing, a primitive spear and an ID card (#251-C8-1254). Turn to 348.

362 “She’s a Rebecca, one of Moses’ guards!” yells Peter. Sure enough, now that you have time to look, you see that she *is* dressed in the tiger-skins-and-armor-segment style you saw in the Major’s photograph. Before you can move, Peter fires at point-blank range — if she wasn’t dead before, she is now. “Let’s search the body,” he says.

You may search the body with Peter (288), or shoot Peter (72).

363 You follow the ambulance to an abandoned fire station which the Ambulance Driver has made his home. He instructs you to drive your vehicle onto a lift, and he jacks it into the air.

“This will only take an hour,” he says. “Would you like to read a magazine?”

Before you can decide between *Ordnance Weekly* or *Autoduel Quarterly*, you hear a rough voice call out: “Hold it right there!” At every window and door of this garage stands a mohawked punk, cradling an assault rifle or sub-machine gun directed at you.

If you surrender, turn to 232. If you make a break for it, turn to 253.

364 You hastily swing your vehicle about, hoping to make a successful dash to freedom before the mob of Slimes can bar your exit. Try a Control Roll at a -1 penalty. If you are successful, turn to 48. Otherwise, you're too late — the Slimes hem you in on all sides. Return to 280 and select a new option.

365 So much for getting answers to your questions — this punk won't be telling you much of anything. The medics haul his body away. It's time to read your orders. Turn to 104.



366 "Don't look at me, wheat-cheeks," says your friendly Slime. "I don't know what to do, neither. Wanna ask for a ride?" Turn to 94 and choose another option.

367 The Major taps the wall charts with a rubber-tipped pointer. Now that your attention is directed to them, you see that they are a set of deckplans, brown with age.

“The *Christi* carried six nuclear missiles on her action deck when she went down. She had more tubes when she was first built, but her reconstruction as a stealth sub in 1998 eliminated tubes to make room for advanced sensor-jamming equipment.

“The missiles will be useless after all these years, but the warheads themselves should be intact. Fortunately for us, the fledgling Texas Navy of that time had a strict security policy — those warheads won’t do anybody any good without the special atomic detonators, kept under lock and key in the sub’s vault.”

“The detonators can’t be duplicated?” you ask.

“Each was custom-built for a different warhead,” explains the Major. “Whoever salvages the *Christi* has to come up with a warhead *and* its detonator. Nothing less. And there are only six detonators, one for each missile.”

The desk intercom flashes. The Major angrily snarls at it. “I said to hold all calls.”

“Sir!” The intercom cube changes color, becoming a television monitor. The Major’s aide is on the screen. “We’re under attack . . . ”

There’s the sound of a machine gun firing. The picture in the cube blinks out, but not before you see the aide slump over, riddled with bullet-holes. Something heavy crashes into the door of the office.

“We’re in for it now,” says the Major. He grabs for an object in his desk drawer. You are wearing only the lightest of body armor, and have no weapon. Would you rather:

Cower behind the desk (336)?

Throw your weight against the door to keep it shut (304)?

Grab the nearest convenient weapon (293)?

368 Outfitting at Texas Intelligence is very simple. Each agent has an "allowance" for equipment based on previous experience and success. The clerk at the counter gives you the cash you are due.

(This is equal to \$100 for every point of Prestige you currently have. This bonus, plus your other Money, can now be spent for equipment.)

The clerk also provides you with a black binder filled with illustrations and descriptions of the devices and equipment available through Intelligence. Quality is excellent, but prices are slightly high. You may purchase whatever you can afford, and may buy more than one of any item. One at a time, turn to all sections of the catalog that interest you:

Guns (195).

Ammunition (249).

Paramilitary supplies (275).

Espionage devices (350).

If you have been cleared for *Special Devices*, you may turn to the paragraph matching your file number.

When you are done here, turn to 25 and make your travel arrangements into Houston.



369 *If you are alone, immediately turn to 158. Otherwise:*

The guards never see you coming. You move their bodies aside, and emerge from the garage driving the Vlad. What a perfect escape vehicle!

Turn to 47.

370 You wave your arms, making a raspberry at the battle-trained pachyderm. "Come and get me, you two-tusked reject from the Houston Zoo!"

Your plan works. The great beast trumpets and charges. The stage floor shudders beneath his pounding feet. It is the most frightening thing you have ever seen.

Try a roll versus your Gunnery score, with 1 die. If you roll less than or equal to your score, turn to 17. Otherwise, turn to 174.

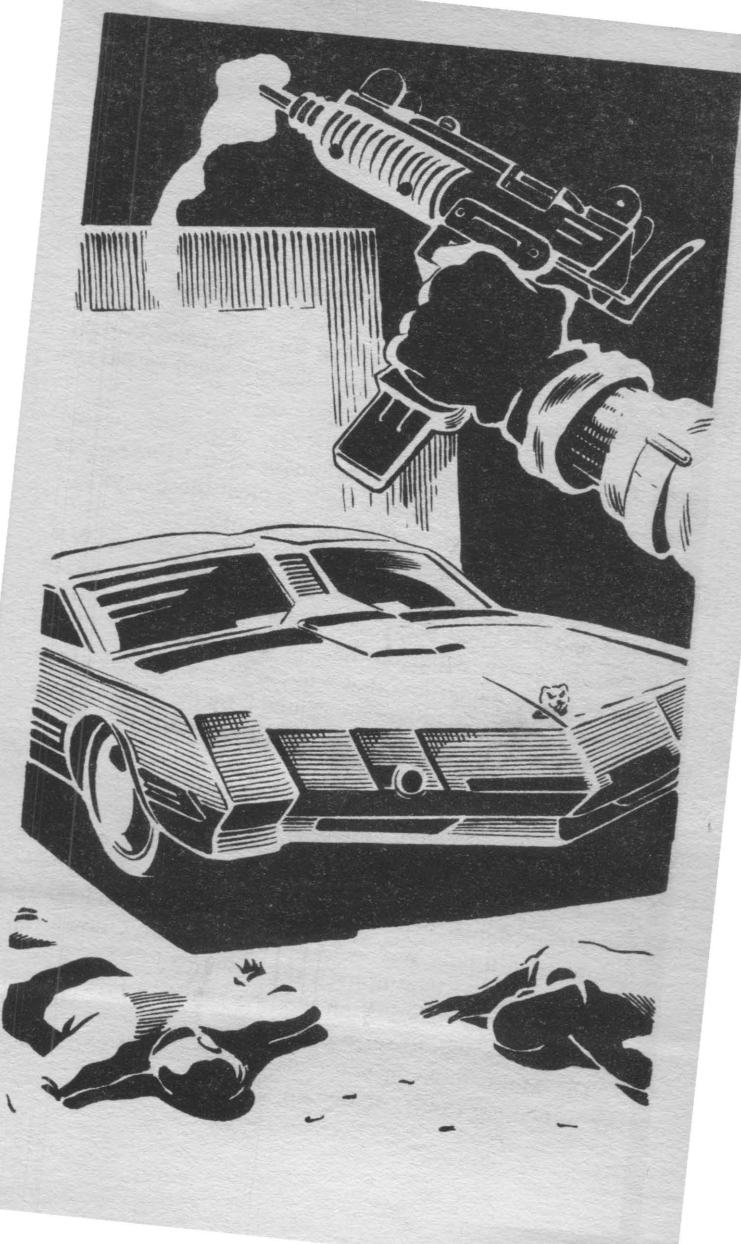
371 "I'm your partner, I'm your partner," gasps the Slime. He holds out an ID card — code number 253-C3-1257. "Scan it, dirtwad. Scan it!"

If you have an ID scanner, you can test the card. Otherwise, you may shoot the Slime (381), or ask for more proof (289).

372 "I insist," the Ambulance Driver says. His pistol is trained on your heart. If you surrender, turn to 232. If you fight, turn to 171.

373 The ID card slips inside your testing unit with a click. The light blinks green. It's a normal identity card. No secret Texas Intelligence codes — *Peter is not a Texas Intelligence agent.*

Return to the paragraph you came here from.



374 Kiki puts his hand on your shoulder. “These are my people. Let me talk to them.” He starts to get out.

If you restrain him, return to 280 and choose an option.

Otherwise, roll 1 die. On a roll of 1–2, turn to 67. On any other roll, turn to 20.

375 The clerk goes for his gun, and you go for yours. It’s a gunfight. Turn to 385.

376 “What are you waiting for?” screams Lorena. “Open fire! Kill the cabbie!” Turn to 94 and choose another option.

377 The Major settles back in his chair. “I’ve noticed that your memory isn’t as clear these days as it used to be, so let’s go over some basic history.”

“Houston got knocked badly in the Secession War, especially during the Occupation. Nor were the Grain Blight and the Food Riots any picnics. Unlike the rest of Texas, however, Houston has never recovered. It’s a lawless urban wilderness that’s home to uncivilized gangs and tribes, with a tight cordon around it by the Texas Guard to keep the pollution from spilling over into the rest of Texas.

“Three years ago, Golden Moses was a minor gang leader when he declared himself the savior of Houston. The guy’s got charisma. He’s now in control there, ruling as gang-king, surrounded by his personal bodyguard of female warriors — the ‘Rebeccas.’ Moses has promised to lead his followers in a holy war against Texas, to throw down the republic and proclaim himself the monarch.

“The *Christi* may just answer the riddle of how Moses and his thugs plan to seize control.”

The Major looks at you expectantly. Would you rather say something (346), or remain silent (357)?

378 “Pantheon,” you gasp.

“Green,” he replies, and releases you. You fall forward on the grass, hungrily sucking in air. Whoever this fellow is, he’s a professional.

“My name is Carl Frank,” says the man. “I’m your partner.”

Turn to 134.

379 The door opens quietly on well-oiled hinges. Within, lying on a countertop, are the detonators. You grab them, stuffing them inside your backpack. *You have the detonators.*

Roll 1 die. On a roll of 1 or 2, turn to 286. On any other roll, turn to 323.

380 The guard looks puzzled for a moment, then snarls as she takes a firm grip on her sub-machine gun. “I’m not *stupid*,” she says.

To get to the helicopter, you’ll have to fight the guard. Being honest with yourself, you know that your chances of winning are remote.

The helicopter guard is Gunnery-1, and has light battle armor (good for 1 extra hit point). Her weapon is a sub-machine gun (1 die damage, 10 shots).

Unless you still have a mini-gun, your sole weapon is a rusted sword which does 1 hit of damage. The guards did not take your armor from you, so you still have that, plus the metal shield which adds 1 extra hit point.

If you win this battle, turn to 347.

If you lose, Golden Moses recaptures you and has you publicly executed by firing squad. You failed your mission — your adventure is over.

381 Your shots ring out suddenly and without warning. It’s over quickly — he’s dead. You may search his body (361), or leave it and move on (348).

382 You shake your head, fighting the dazzle of the ambulance's bright lights as you concentrate on bringing your weapons computer on line. The ambulance makes a beautiful target. You wonder what kind of punishment it can deal out.

AMBULANCE

Ambulance, 50 hit points. Defense Class 9; Handling Class 2.

Weapons: Rocket launcher to front (Combat Bonus -1, 2 dice damage, 2 damage boxes, 10 shots).

Recoilless rifle in pop-up turret (2 dice damage, 4 damage boxes, 10 shots).

Power plant: Super (12 damage boxes).

Gadgets: Hi-res targeting computer (Combat Bonus +2).

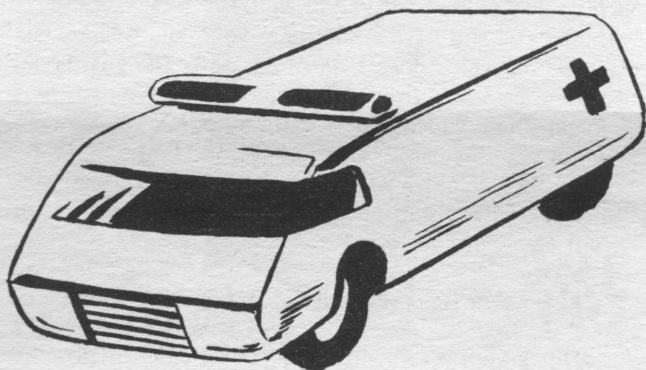
The Ambulance Driver is Driving-2, Gunnery-2, and has regular body armor (good for 3 extra hit points).

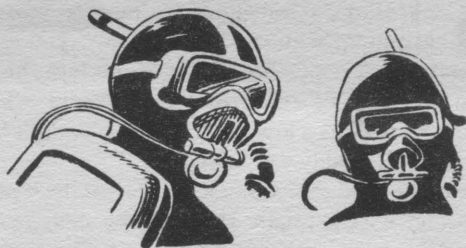
If you win the fight, turn to 37.

If your vehicle is crippled, turn to 315.

If you are knocked out, turn to 31.

If you are killed, your adventure is over.





383 “I’m your real partner!” yells the woman. “Downley is Moses’ security chief — he penetrated the Old Man’s organization!” She spits at the body. “Let’s get out of here.” You may:

Leave with her (62).

Shoot her (124).

Insist on searching Peter’s body (205).

384 Your vehicular weapons were never meant for crowd control. Nevertheless, as the massed Slimes pound against your armor, you open fire.

For five turns, you fire on the Slimes as they try to get organized. There is no need to aim (you get no bonus for sustained fire) — they are everywhere. No Attack Rolls are necessary — simply roll to determine damage. In this situation, driver and gunner can each operate up to 3 vehicular weapons per turn, or 2 hand weapons, or 1 vehicular weapon plus 1 hand weapon.

Keep track of the total damage caused. If the total damage exceeds 100 hits, turn immediately to 246. If you’ve done less than 100 hits damage after 5 combat rounds, turn to 109.

385 The clerk is Gunnery-1 and has a pistol (1 hit damage, 8 shots). He has no armor. You have whatever equipment and armor you purchased in Outfitting.

Fight the battle. If you win, turn to 365. If you are knocked out, turn to 116.

386 “What does something from five years ago have to do with my latest death?” you ask.

“You really don’t remember?” The Major turns his back on you, staring out of the armorplast picture window. “Since your spouse was a low-level agent, we didn’t have a clone — it’s so damnably expensive.

“On the other hand . . . Golden Moses had the body, the technology and a sick mind. He kept the cells, grew a clone, wiped the mind, and made himself a bodyguard. And when your investigation came too close . . . he sent the clone to kill you.”

The Major’s shoulders jerk, as if he is feeling great emotion. You are silent also. Finally, the Major turns back to you and continues the briefing.

Turn to 87.

387 Scenes flash by on the monitors — guard-houses, sleeping quarters and endless hallways. Finally, you recognize a face . . . one that makes your guts coil. *Golden Moses*.

You again activate the hidden microphone. “. . . one more was just located,” a pasty-faced scientist is saying, as he points behind himself to a stack of detonators. “Altogether that makes *six*. That’s all of . . . ”

“VICTORY!” roars the man wearing the golden chain. “From this day forward, war shall engulf the Free Oil States and the evil barons of petroleum. The gangs of Houston will finally have their day!” He lifts a dripping detonator high, laughing maniacally.

“I know where they are,” your partner says. “That’s the Vault Room, in the second basement. Let’s go.”

If you decide to let your partner lead you to the Vault Room, turn to 334.

If you have no partner, or if you insist on finding the detonators yourself, turn to 32.



388 You find yourself face-to-face with a gunman. He is dressed in subdued colors suitable for night work, and holds a silenced pistol in a professional manner. His face is expressionless.

Turn to 134.

389 As you drive past, you see that the person trying to get your attention is a nun. *What's a nun doing in Houston?* you wonder. Turn to 90.

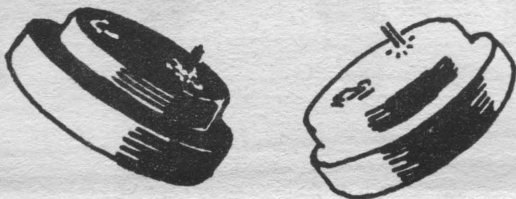
390 From the back of the copter, your partner gives an excited shout. "Look!" Under a tarpaulin you see a small pile of six sinister, gray devices. "The detonators!"

So, in the end, you *have* won! You've saved Texas from her fate, peace is at hand, and Major Steinbeck is sure to give you two weeks of vacation on some enchanted Pacific island. What a night!

— THE END —

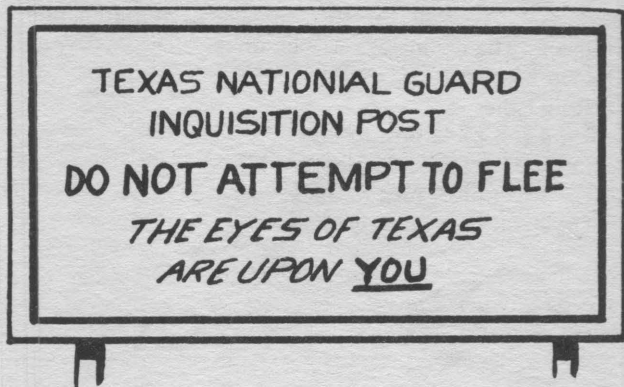
391 You escape from the bank building, running through a field of weeds toward a quiet portion of the compound. Suddenly, an explosion lifts your body off the ground. You've blundered into a minefield!

Roll 1 die. If an even number is rolled, the explosion did you no harm; if an odd number is rolled, you take 1 hit of damage. If you have a partner, roll 1 more die — on an even roll, your partner takes the damage instead. If you are knocked out, turn to 31. Otherwise, turn to 130.



392 There is nothing of significance on the young woman's body, except the jeweled knife (worth \$125 — you can use it as cash in Houston). Peter tosses that to you.

Add it to your record sheet, and turn to 146.



393 Boulders the size of Texas watermelons crash into your vehicle, doing far more than just dinging your paint job. Only superb driving keeps you on top of the landslide and not beneath it.

Your vehicle takes 1 die of damage.

If your vehicle is crippled, turn to 315.

Otherwise, turn to 322.

394 "Now lookee here," says the Ambulance Driver. "I can help, or I can *help*, if you know what I mean. I drive one mean ambulance. So, are we in agreement on a rendezvous?"

If you agree to meet him, turn to 9.

If you agree to meet him, but callously attempt to kill him as he gets out of his car, turn to 40.

If you still don't want his help, turn to 260.

395 “We’ve got to get out of here!” your partner yells, running down the hallway. Shots ring out behind you. You follow, dodging through an empty office, then sprinting along a corridor.

The chase is on. An amplified voice booms from loudspeakers in the ceiling. “I know who you are, Ace. I will have you executed for treason against the Republic of Houston. The detonators will be mine.” The bass voice of Golden Moses laughs evilly.

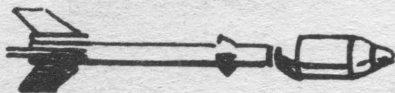
Roll 1 die.

On a roll of 1, turn to 266.

On a roll of 2 or 3, turn to 108.

On a roll of 4, turn to 391.

On a roll of 5 or 6, turn to 60.



396 “You were married once, early in your career — five years ago, now — to another of my agents, whose last case went sour. The cover was blown, and the target of the mission took revenge.

“While you were honeymooning, an assassin’s gun sent your car spinning out of control. You were thrown from the wreck, barely conscious. You could only listen as a laughing fiend named Golden Moses exterminated your loved one in cold blood.”

Desperately you wrack your brain, but you remember nothing about a spouse, an assassination or Golden Moses (except, perhaps, dreams).

The Major grows silent, without having answered your original question.

Do you let him change the subject and continue the briefing (87), or do you ask him again about your death (386)?

397 Your alert ears pick up the faint noise of someone approaching from behind. Would you rather:

Ignore it (306)?

Whirl about and draw your gun (66)?

Slowly turn, while calling out softly, "Who is it?" (388)?



398 Your flight to the Guard post at Bay Town is fast and peaceful. As you land at the helipad, a familiar figure runs to meet you — your boss, Major Steinbeck. "Do you have the detonators, Ace?" he asks.

"No, sir," you report, wishing your news could have been better. The Major motions, and a crew of mechanics rush in to check your chopper. A medic injects you with healing medications.

"You'll have to go back, Ace," says the Major. "There's only one person for this job, and that's you. The safety of Lady Texas and her liberties is at stake. Golden Moses and the nuclear warheads are too dangerous . . ."

You are numb at the prospect of returning to Houston. You thought your adventure was over? Hardly — you still have a nation to save.

Your lost hit points have been restored. If you have a partner, you land the stolen chopper near Moses' base — turn to 55. Otherwise, you rendezvous with a new partner — turn to 127. Good luck . . .



399 The big trucks are all around you now — twenty in all — clearly marked with Golden Moses' tiger logo. They open fire.

Putting your one vehicle up against twenty heavily armed trucks is obviously hopeless. You have only one chance — to daringly charge right through the convoy, hoping to escape injury in the confusion!

Try a Control Roll to outmaneuver the trucks.

Then roll 1 more die — add 6 to the roll if you *fail* your Control Roll, and add nothing if you make your roll. Find the numbered instruction below that matches the number you've just determined, check off that instruction's box, and turn to the listed paragraph. If the box is already crossed off, roll again.

When 6 of the instructions have been crossed off, you have made it past the truck convoy. Return to 400.

- ☐ 1. Turn to 167.
- ☐ 2. Turn to 200.
- ☐ 3. Turn to 63.
- ☐ 4. Turn to 344.
- ☐ 5. Turn to 157.
- ☐ 6. Turn to 100.
- ☐ 7. Turn to 80.
- ☐ 8. Turn to 70.
- ☐ 9. Turn to 30.
- ☐ 10. Turn to 175.
- ☐ 11. Turn to 41.
- ☐ 12. Turn to 210.

400 Following your memory, your maps, and the best advice of your partner, you thread your way across the ruined city of Houston.

Roll 1 die. Count down the *uncrossed-out* boxes until you have counted a number of boxes equal to the number you rolled. Cross that box out, and turn to the associated paragraph.

☐ Turn to 177.

☒ Turn to 295.

☒ Turn to 270.

☐ Turn to 51.

☐ Turn to 179.

☒ Turn to 230.

☒ Turn to 262.

☒ Turn to 74.

☒ Turn to 213.

☐ Turn to 278.

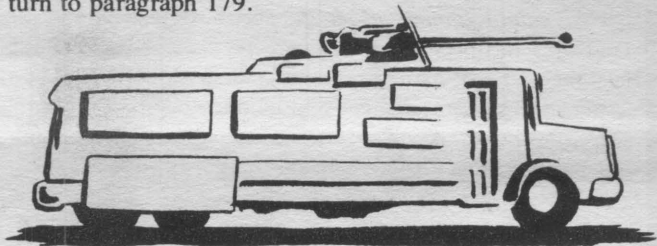
☒ Turn to 278.

☐ Turn to 278.

☒ Turn to 278.

☐ Turn to 278.

Example: Let's say that the third box from the top is crossed out. Rolling the die to see where you are going, you roll a "4." Rolling a four means that you count down four boxes — past the instructions going to 177, 295, (skip 270, since it's crossed out), 51, and end up at 179. You therefore turn to paragraph 179.



MEAN STREETS

APPENDIX

VEHICULAR WEAPONS

These are some of the common weapons you may encounter. Some will be on your own car — others will be aimed at you . . . They all have 10 shots except as noted.

Anti-tank gun. This cannon can only be mounted on large vehicles, and even then only to the front or rear (Combat Bonus -1, 3 dice damage, 5 damage boxes).

Autocannon. This big weapon packs a powerful punch with good accuracy (Combat Bonus +1, 3 dice damage, 3 damage boxes).

Flamethrower. A bulky, clumsy, short-range weapon that nevertheless is likely to hit because the flame spreads out. Cannot be mounted to front (Combat Bonus +1, 1 die damage, 2 damage boxes).

Flaming oil jet. Produces an oil slick . . . that bursts into deadly flames! May only be used once per combat — after that, your enemies have caught on and will stay in front of you. Select one enemy to use this weapon against — his vehicle takes 1 point of damage, and must make a Control Roll at a -2 penalty (hits automatically, 3 damage boxes, 25 shots).

Heavy-duty flaming oil jet. As above, only larger — instead of selecting one enemy vehicle, *all* enemy vehicles must take 1 hit of damage and make their Control Roll at a -2 penalty (hits automatically, 4 damage boxes).

Heavy rocket. A very destructive, but inaccurate, one-shot weapon. Once fired, a heavy rocket is gone (Combat Bonus -2, 3 dice damage, 2 damage boxes, 1 shot).

Laser. A very accurate, destructive, expensive weapon.

Few vehicles have lasers. Lasers use no ammunition — they work off your power plant. If your power plant is destroyed, your lasers stop working (Combat Bonus +1, 3 dice damage, 2 damage boxes).

Light laser. As above, only with less punch (Combat Bonus +1, 1 die damage, 2 damage boxes).

Machine gun. A light, common weapon (1 die damage, 3 damage boxes, 20 shots).

Micro-missile launcher. This little weapon fires small missiles. It isn't accurate or powerful (Combat Bonus -1, 1 die damage, 2 damage boxes).

Minedropper. Leaves mines on the road to harass your foe. Whether he hits them is up to *his* Driving skill. A mine must be directed at a specific following vehicle. No Attack Roll is necessary — the mine *automatically* hits the road. To avoid hitting the mine, the target vehicle must make a Control Roll. If it fails the roll, it takes damage from the mine. A mine that is missed by a target vehicle may not hit another vehicle (1 die damage, 2 damage boxes, drops one mine per turn).

Recoilless rifle. A better weapon than the rocket launcher, because it is more accurate (2 dice damage, 4 damage boxes).

Rocket launcher. A cheap, destructive weapon, but inaccurate (Combat Bonus -1, 2 dice damage, 2 damage boxes).

Tank Gun. This gun is too big to be put on anything short of a large truck or bus. It packs a massive wallop (6 dice damage, 10 damage boxes, 15 shots).

Variable-fire rocket pod. This weapon gives the option of firing one, two or three rockets in a volley. It isn't accurate, but each rocket delivers a nasty blow (Combat Bonus -2, 2 dice damage each rocket, 5 damage boxes each pod, 15 shots each pod).

Vulcan machine gun. An improved, high-powered machine gun. Powerful and very accurate (Combat Bonus +1, 2 dice damage, 3 damage boxes, 20 shots).

GADGETS

Fireproof armor. Prevents general damage from flame weapons, but not lasers.

Infrared targeting laser. This low-power laser won't actually harm anyone . . . unless you count the harm done by the rockets this baby is guiding! Gives a +1 Combat Bonus to rockets it is used with.

Laser-reactive web. A fiber-optic web molded into the vehicle's armor protects your vehicle by detecting where striking laser fire originates and giving a +1 Combat Bonus to all Attacks against the laser-wielding vehicle next turn.

Spoiler and airdam. These gadgets improve a vehicle's speed and handling. If either is hit (by Special Damage), they are instantly destroyed — subtract 1 from the vehicle's Handling Class for each airdam or spoiler hit.

Targeting Computer. A weapon enhancer, a targeting computer improves the accuracy of any weapon (or pair of linked weapons) it is used with — Combat Bonus +1 for regular models, +2 for hi-res models. Either the driver or the gunner may use a targeting computer (but not both at the same time, of course, unless you have multiple computers.) A single-weapon targeting computer is a small regular model usable only with the weapon it is linked to.

Wheelguards. This armor protects your tires — if your tires take Special Damage, your wheelguards are hit and destroyed instead. Oversize vehicles with 6 or more wheelguarded tires get twice the protection.

HANDGUNS AND PERSONAL EQUIPMENT

Bulletproof vest. This vest absorbs 2 hits of damage; a lightweight helmet is included. Only one vest may be worn at a time.

Flechette pistol. This lightweight electric-powered gun fires special rocket-shaped bullets. It is highly accurate, but the projectiles do less damage than ordinary bullets. After a

successful attack, roll 1 die — if the roll is 3 or more, the gun does 1 hit of damage; otherwise, the projectile does no damage (Combat Bonus +2, 8 shots).

Grenade. Grenades may be used against vehicles (half damage) or people. Only one grenade may be thrown per person per turn. To attack with a grenade, make a normal Attack Roll. If successful, the grenade lands on target and does 1 die of damage. If you fail your Attack Roll, immediately roll 1 more die — if the second roll is a 6, the grenade does 1 die damage *to the person throwing it!* On any other number, the grenade misses its target and explodes harmlessly.

Heavy pistol. Packs more of a wallop than a standard service pistol. On a successful attack, roll 1 die — on a 1-3 it does 1 hit of damage, on a 4-6 it does 2 hits. 8 shots.

Knife. Only useful in close combat. On a successful attack, roll 1 die — on an even roll, it does 1 hit of damage; on an odd roll, no damage.

LAW. Short for “light anti-tank weapon.” Also called a bazooka (Combat Bonus -1, 3 dice damage, 1 shot).

Light pistol. Less accurate than a standard service pistol (Combat Bonus -1, 1 hit, 8 shots).

Long-barreled pistol. The longer barrel makes for better accuracy (Combat Bonus +1, 1 hit, 8 shots).

Long-range scoped pistol. This “assassin gun” has a night scope and silencer. It may use regular ammunition only (Combat Bonus +1, 1 hit, 8 shots).

Machine pistol. The burst of bullets this baby spews each shot makes it more deadly than other pistols, and the only pistol that can hurt a vehicle without special ammo (2 hits to people, 1 hit to vehicles, 8 shots).

Military flare gun. This signaling device launches a small rocket which explodes brilliantly in the atmosphere. The gun can only be fired once — it is disposable and cannot be reloaded. It can also be used in combat. It does 1 hit of damage.

Mini-flamethrower (portable). This powerful, lightweight weapon works equally well against vehicles or people, and is easy to use (Combat Bonus +1, 1 die damage, 3 shots). Unfortunately, a flamethrower is dangerous to carry. Any time someone carrying a flamethrower is hit in combat, roll 1 die — on a roll of 1 or 2, the flamethrower has also been hit. If the flamethrower is hit, roll again — if a 6 is rolled, the flamethrower explodes and the carrier is instantly killed; on any other roll, the flamethrower is damaged beyond repair.

Mini-gun. This small, all-plastic gun is easily hidden. If you are captured, roll 1 die — on an even roll, you keep your mini-gun (1 hit, 8 shots).

Pistol, service pistol. The most common hand weapon (1 hit, 8 shots).

Sawed-off shotgun. The shorter barrel makes this one-shot weapon less accurate than its big brother (2 hits, 1 shot).

Shotgun. Better accuracy and more shots than most hand weapons (Combat Bonus +1, 2 hits, 10 shots).

Smoke grenade. May be used in personal and vehicular combat. No Attack Roll is necessary. When a grenade is set off, its smoke cloud adds 2 to all Defense Classes for 1 turn. This protection does not apply against attacks which do not need to see you in order to hit — minefields, for instance. However, the smoke cloud *does* block laser fire, but not infrared targeting lasers.

Submachine gun. The volley of bullets in each shot of this gun lend it both accuracy and power. Does half damage to vehicles (Combat Bonus +1, 1 die damage, 10 shots).

HAND WEAPON AMMUNITION

Regular. Standard bullets. No bonus to Attack Roll or damage.

Magnum. Does 1 extra point of damage, but reduces accuracy (Combat Bonus -1). If the Attack Roll dice come up a 2 or 3, magnum ammo will jam the gun. A jammed gun

can only be fixed by a successful Mechanic roll — and if you try the roll during combat, your enemies get a free shot at you.

Anti-vehicular. The only way to damage a vehicle with most handguns is to fire this ammunition. Handguns with AV bullets do half-damage (round down) to vehicles, and normal damage to people.

Shotgun loads. Shotguns use shotgun loads rather than bullets.

Flechette pistol ammunition. Used only in the flechette pistol.

Extra flamethrower fuel. Flamethrowers may not be refueled during combat.

DEFINITION OF TERMS

Attack Roll. A roll of two dice, *plus* your Combat Bonus. If your attack roll exceeds your target's Defense Class, you hit him. Also known as Gunnery roll.

Combat Bonus. The number that determines your weapon accuracy. Add your Gunnery skill to any extra bonus you get for a computer, or for especially-accurate weapons on your car. Higher is better!

Control Roll. A die-roll (1 die) made by a driver when faced with a hazard, to see if he keeps control of the car. Add Driving skill to the car's Handling Class to determine the Control Roll needed. Also known as Driving roll.

Crippling. A vehicle is *crippled* when it can no longer drive — either because the power plant is lost or because it has no hit points left.

Defense Class. The number that determines how hard your car is to hit. Higher is better! Small cars are harder targets and have higher Defense Classes than big ones. Heavy armor also improves your Defense Class. Special Damage can lower it.

General Damage. Ordinary damage to a vehicle, which reduces the "hit points" its target has. General Damage is measured in "hits." One hit removes one hit point.

Handling Class. The number (from 0 to 3) that shows how well your vehicle handles. The higher the Handling Class, the more likely your car is to stay on the road.

Hit Points. The amount of damage a car, person, etc., can take before it ceases to function. Higher is better!

Special Damage. Damage from lucky shots that directly affects certain important parts of the car. Each hit of Special Damage is shown by marking off a “damage box” on your Record Sheet. An item with 3 damage boxes can withstand 3 hits; it then stops working until at least 1 damage box is repaired.



ADVANCED RULES

Use these rules if you want a more complex (and more challenging) game.

AMMUNITION

In the basic game, ammunition is unlimited. As an advanced rule, keep track of the ammunition you and your opponents expend. Lasers take power from your power plant and have unlimited shots — until the power plant is destroyed or runs dry. The number of shots for each weapon is listed in the text, as well as in the appendix (a “shot” for a machine-gun is one turn’s worth of fire). Extra ammunition is a good thing to carry — or to find in a salvaged wreck.

If you run out of ammo in a fight, you don’t automatically lose, but your opponent gets to shoot at you (if *he* still has ammo) until your car is wrecked or crippled — *unless* the

text gives you an option to escape, or to fight in a way that doesn't require shooting at the foe!

If you both manage to run out of ammunition, keep fighting anyway as if you weren't using the advanced rules. But at the end of the battle, the winner's guns are considered *empty*.

When you buy a new car, or hand weapon, it comes fully loaded with ammo unless the paragraph specifies otherwise.

SUSTAINED FIRE

If you shoot with the same weapon at the same target for 2 or more turns in a row (vehicle fire only), you get a +1 Combat Bonus on the second shot, and a +2 bonus on the third and successive shots. If you use this rule, apply it to foes as well as to yourself!

COMBAT MANEUVERING

In the basic game, the directions in which a weapon can shoot are governed by the player's good judgment. As an advanced rule, weapons may only fire in the same direction as the side on which they are mounted.

Weapons mounted "to front," for instance, can only fire forwards. Weapons mounted to right, left, or rear can only fire in those directions. Turret-mounted weapons may fire in any direction.

The text for each combat entry describes the initial facing of each vehicle. Often, they are facing front-to-front or front-to-rear.

If you want to change your vehicle's position, bringing your other weapons to bear on an enemy, try a Control Roll. The roll may be made in addition to any firing you do that turn. If your roll is successful, you may change your facing by 90 degrees — from front to right side, for example, but not from front to rear in a single maneuver. If the roll is unsuccessful, your vehicle misses its next turn while you regain control.

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